
N64 MAGAZINE
NINTENDO 64! GAME BOY! GAMECUBE!
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N64
STOP PRESS!
We reveal how to unlock new areas in Banjo-Kazooie!
MAGAZI
SIN AND PUNISHMENT
Nintendo's dazzling new shooter!
LATEST SHOTS!
Dinosaur Planet p6
Mario Party 3 p8
Pokémon Stadium G/S p16
Indiana Jones p17
BANJO TOOIE
We've finished it!
PLUS! planet GAME BOY
POKÉMON GOLD/SILVER p30
First review in the original and best Game Boy mag!
I'm shaking trees using HEADBUTT.
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ISSUE 51

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale Thursday 15th February
To find out why it's going to be fantastic, jump to



WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 *Magazine* is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Import heaven...

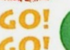
Okay, so neither *Tigger's Honey Hunt* nor *Rugrats* has exactly filled us with joy this month. And that's putting it politely. But while the UK N64 games scene is looking a little bit grim – at least until *Pokémon Puzzle League* arrives over here in March – there are still some absolutely cracking games coming out in Japan and the States. Just take a look at the stunning *Sin and Punishment* on page 42.

And just because they're NTSC games doesn't mean you can't enjoy them now. We've done a lot of research into playing import titles – whether that means buying a foreign N64, or playing NTSC games through a convertor cartridge – and compiled a handy feature, explaining everything you need to know. (Flick forward to page 68 for Alan's step-by-step guide.) And, because we're nice like that, from now on, if we review an NTSC game, we'll tell you whether you can play it on a convertor cartridge or not, and, if applicable, the code you'll need to use to get it to work.

Enjoy the issue, and get your hands on a copy of *Sin and Punishment* now!

Andrea Ball
EDITOR

Just look what we've got for you this month!



GO! GO!



CONTENTS

Issue 51, February 2001



Starts on page 10

CONTENTS



Your first look at the *BIG* new N64 games!

Starts on page 6

N64 Club 64

The ultimate reader service.

Starts on page 53



FUTURE LOOK

Your first look at the *BIG* new N64 games!





WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!





Something rather nasty has just come crashing through the ice.

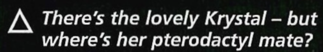
You'll be exploring this fella's alimentary canal in no time, you mark our words.

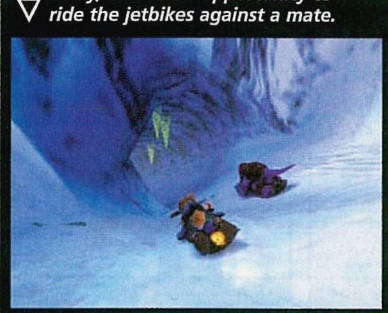


If you mastered the jetbikes in Jet Force, you'll be right at home on this sandy track.

The gorgeous cut-scenes are rendered in real-time.







There's the lovely Krystal – but where's her pterodactyl mate?

Sadly, there's no opportunity to ride the jetbikes against a mate.





INFO BURST

DINOSAUR PLANET	
FROM:	Rare
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

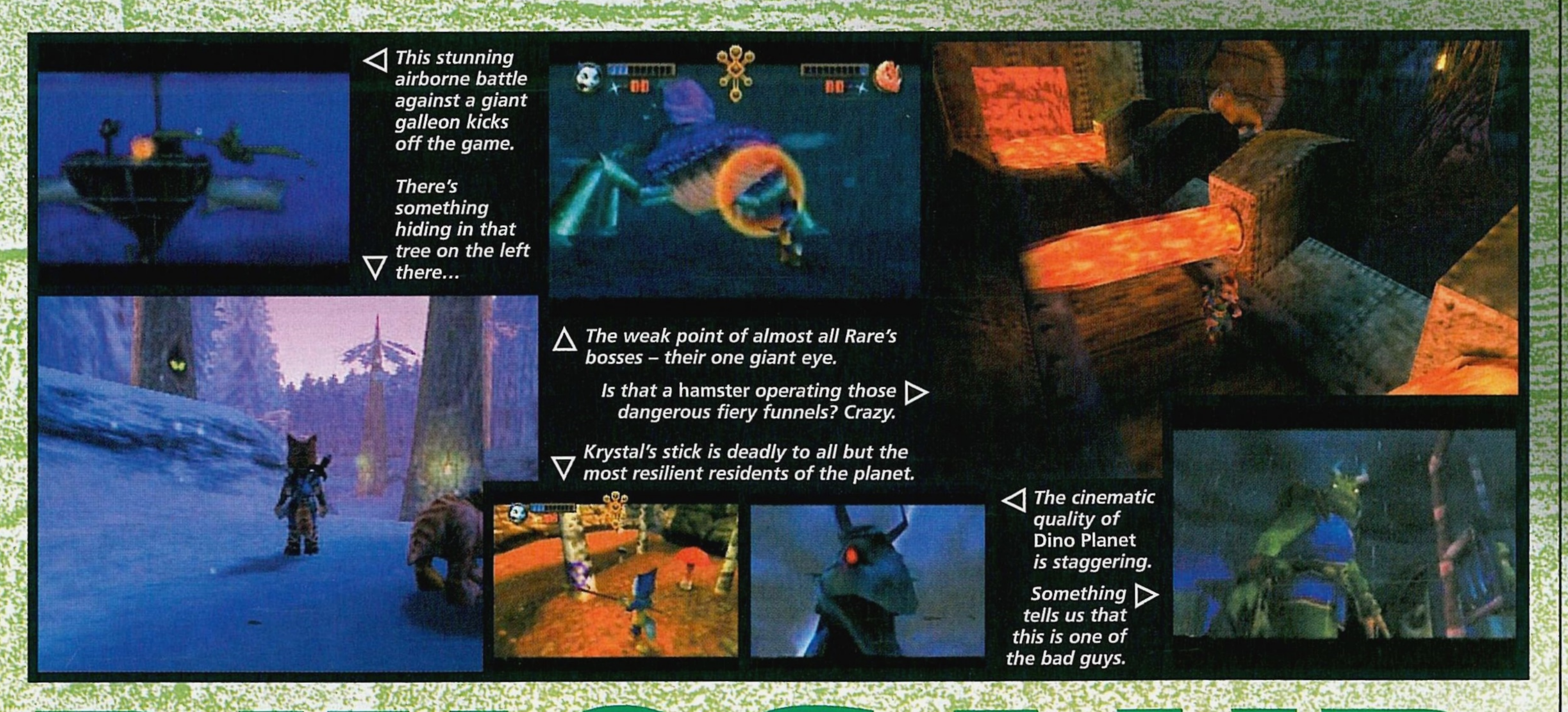
WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING







This stunning airborne battle against a giant galleon kicks off the game.

There's something hiding in that tree on the left there...

The weak point of almost all Rare's bosses – their one giant eye.

Is that a hamster operating those dangerous fiery funnels? Crazy.

Krystal's stick is deadly to all but the most resilient residents of the planet.

The cinematic quality of Dino Planet is staggering.

Something tells us that this is one of the bad guys.

DINOSAUR PLANET

jurassic lark

Oh dear. Back in N64/43, we reported on plans to bring *Dinosaur Planet* to the world by the end of 2000, "if everything goes according to plan". Seven months later, the stunning-looking RPG has disappeared off the release schedules entirely.

Still, it's not *all* bad news. After rumours began circulating that development of the game had shifted onto Gamecube, an irate Rare spokesperson reassured gamers that they're "still working on *Dinosaur Planet* for the N64". And, from what we've seen of the title so far, the looong wait should be instantly forgotten the moment *Dinosaur Planet*'s jaw-dropping prehistoric vistas and staggering *Zelda*-like play burst onto your screen.

Plainly, *Dinosaur Planet*'s been put together by the same Rare tribe that conjured up *Jet Force Gemini*, with the leafy glades, autumnal forests and icy wastelands of Animus, the dinosaur planet itself, sharing the crisp, clean look of the space-bound shooter. That's not all that's familiar, either. There are twin heroes, Sabre and Krystal, to control, who run, leap and roll just like Juno and Vela; there's a jetbike section, albeit situated on icy and sandy tracks rather than *Jet Force*'s alien homeworld; and, inevitably, one of the levels sees you exploring the bloody, pulsating innards of a colossal monster's intestinal tract.

Otherwise, though, the mixture of platforming, role-playing and battling in *Dinosaur Planet* is a world away from *Jet Force*'s all-out blasting. Sabre, for his part, gets to chase bizarre bouncing mushrooms that hop away if you approach, and race purple reptilian mutants on those speeding jetbikes. Meanwhile, Krystal fights with floating sponges, whacks giant transparent tonsils with the aid of *Zelda*-esque Z-targeting, and leaps to avoid buzzing laser grids. Most intriguingly, both characters can also command a couple of cute dinosaur sidekicks, Tricky and Kyte, to uncover secrets, fetch items and create diversions.

Rare have released just three of the level's names so far – Warlock Mountain, Swapstone Hollow and Discovery Falls – and they all promise a sophisticated weather system, plus shadows, reflections and colours that shift with the changing light of night and day. The levels are simply *huge*, too – just like in *Zelda*, you can spot a forest or hut on the horizon and actually run over and explore it – and they come chock full of characters to interact with. In common with the cast of *Conker's Bad Fur Day*, every individual in *Dinosaur Planet* wiggles their mouth and shifts their facial expression in sync with their speech – it's a bedazzling sight.

VISUALS ***Every individual in Dinosaur Planet wiggles their mouth and shifts their facial expression in sync with their speech.***

So, exactly when *will* the game arrive? Expect to see it in the US first, probably around September to distance it from March's *Conker*, with a UK landing around December. With *Pokémon Stadium Gold/Silver* and *Mario Party 3* destined for the same period, the nights can't start drawing in soon enough.

TO BE CONTINUED... There'll be plenty more on *Dinosaur Planet* over the next few months.

LATEST SHOTS FROM THE MINIGAME MARATHON!



Aim the hose carefully – and ensure your partner is pumping with all their might – to avoid those baby flames singeing your behind. Top stuff.

The faster you can hammer the A button, the faster your rocket will fly. Fingers will bleed.

We're big fans of the new 2D scenery. Very Paper Mario.

This rip-roaring race through twisting tunnels offers Mario Party 3's most impressive visuals.

Yep – there's the obligatory slippy-slidey ice board, replete with giant snowmen.

Land on a Battle Tile and Bowser appears to warm you up.

Match the big picture to one of the three below. The Bob-ombs aren't helping here.

MARIO

INFO BURST

MARIO PARTY 3

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

ANTICIPATION RATING

The arrival in Japan of the third and final *Mario Party* instalment is undoubtedly a cause for celebration – but it's also tinged with more than a little sadness. Because, with *Paper Mario* having already been on sale for months over there, *Mario Party 3* is the last the Japanese will see of the podgy little plumber on N64.

Still, in Hudson's capable hands, Mario's guaranteed a goodbye party to remember in *Mario Party 3*. There's a brand new multiplayer mode that lets players team up with computer-controlled Koopas, Bob-ombs and Boos, plus a general tidying-up of play that ensures there's never a dull moment during your trek around the seven themed boards. And, of course, there are 70 fresh minigames: some brand new, some based on old *Mario Party* favourites, but all liable to conjure up the same brand of laugh-out-loud multiplayer mania that the *Mario Party* series is famed for.

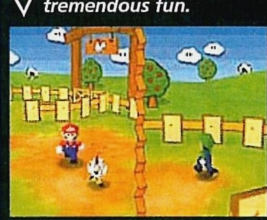
MASTERY *...there's never a dull moment during your trek around the seven themed boards.*

In keeping with the farewell theme, Hudson have revisited Mario's past glories for some of *MP3*'s minigames. Keep your eyes peeled for a two-player 2D version of the Bowser-chucking exploits of *Super Mario 64*, a putting challenge that's heavily based on *Mario Golf*, and a 2D button-bashing race past some pleasingly retro *Super Mario Land* scenery – complete with Bullet Bills, Goombas and those funny, green dome-shaped hills with eyes that Mario's been scampering past for the best part of 20 years. There's even a nod to *Mario Tennis*, as Waluigi and Daisy crop up as playable *Mario Party* participants for the first time.

It's all topped off with a satisfyingly cartoony look, with cardboard scenery



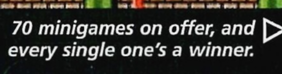
▽ Chasing the chicken in this two-player minigame really is tremendous fun.



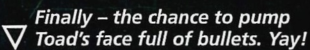




△ Luigi's storming ahead in the snowball-rolling game. Just goes to show he's not as weedy as he looks.

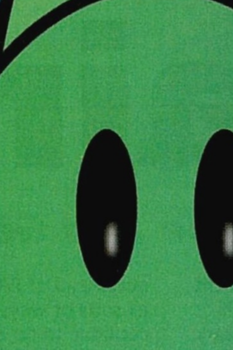


70 minigames on offer, and every single one's a winner. ▷



▽ Finally – the chance to pump Toad's face full of bullets. Yay!





PARTY 3

MP3 sights

and heavy black outlines around characters that are very reminiscent of *Paper Mario*. There's still room for some impressive visual stunts, though, such as the cinematic camera angles and blinding lens flare of the 3D minecart race, and some impressively fast third-person 3D work down on the farm, where two players race to catch a frantically flapping chicken. The boards themselves, too, are prettier and more animated than their unnervingly static predecessors.

Thankfully, the minigames themselves are as uncomplicated and intuitive as ever – and Hudson's capacity to turn out bitesize chunks of refreshingly original gaming shows no sign of diminishing. There's a snowball-rolling competition; a nightmarish challenge to stay atop a rapidly spinning wheel; a race across a burning conveyor belt; a battle to dislodge coconuts from a palm tree; and, best of all, one of those 'Bash The Beavers' fairground games with Bowser's bonce taking a well-deserved pummelling. And the brilliant beachball-rolling insanity of Bumper Balls is back, too. Yay!

While *Mario Party 3* rides high in the Japanese sales charts – it was sitting pretty in an impressive fourth place at the time of writing – Nintendo's best guess at a release date over here is sometime around this November. But we'll be giving the Japanese version of the game a thorough going over in the very next issue. Be there or be square, as they say. Ⓝ

Another neat button-hammering test, this. ▷

▽ Even the options screen has been polished up.



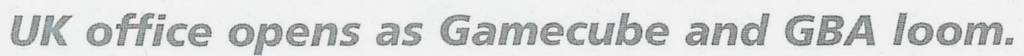


TO BE CONTINUED... N64/52 is the place to be for a definitive import review of *MP3*.

Nintendo back in Britain



Shelly Friend now reports directly to Nintendo of Europe's David Gosen.



UK office opens as Gamecube and GBA loom.

Get ready to drag the New Year party poppers back out of the cupboard. In a shock move, Nintendo have terminated their contract with distributors THE Games and set up a dedicated Nintendo office in the UK – the first such office in Britain for well over a decade.

Up 'til now, N64s, Game Boys and their games have been marketed, sold and delivered to shops on Nintendo's behalf by THE, which is a subsidiary of the newsagent group John Menzies. But Nintendo have been keen to take direct control of their UK operations for some time, and, in early December, they severed their ties with THE and Menzies completely. A dedicated UK branch of Nintendo of Europe will open in Chertsey, Surrey in February, at which point THE's offices in Hampshire will be closed.

According to David Mackay, John Menzies' Chief Executive, it's all their doing. "It's been an exciting journey, with good times and not so good times," he says. "But our primary business is delivering newspapers and magazines to newsagents, and with THE we were forced to spend extra money on marketing and forecasting future sales. It was quite obvious that unless Nintendo could take the risk out for us, it wasn't worth continuing. So we've shaken hands and wished each other good luck. There've been no tears on either side."

Nintendo tell a different story, though. For the seven months that the changeover was in the works, the Big N had to fight hard to wrestle complete control of the UK away from Menzies. "There were meetings right up to the day of the announcement," reports Shelly Friend, Nintendo of Europe's new Head of PR, "Menzies proposed all sorts of ways that they could continue to do business with us. But Nintendo were having none of it – they'd decided a long time ago that they wanted sole control of the UK."

Let Nintendo's invasion of the UK commence! A great start to 2001.

Finally, then, Nintendo are taking the UK seriously – in Shelly's own words, "they're finally acknowledging that Britain is a crucial market for their consoles and games". Because the UK now has *direct* links with Nintendo of Europe in Germany – and The Big N are finally aware that Britain is one of their key markets – Nintendo's name will appear far more frequently on TV adverts, in magazines and emblazoned on shop displays – and magazines like **N64** should have better access to games, information and screenshots.

> ***"They're finally acknowledging that Britain is a crucial market..."***

The timing is no coincidence. Nintendo want to promote, sell and deliver Gamecube and Game Boy Advance – as well as the year's big N64 and Game Boy games – as effectively as possible in the UK. "In theory," says Shelly, "we've taken one person out of the chain, so Nintendo don't have to go through a middleman to reach shops and the press. That'll help the huge launch plans we have for *Pokémon Gold/Silver*, Game Boy Advance *and* Gamecube."

"There won't be a *huge* change for the consumer", stresses David Gosen, Managing Director of Sales and Marketing for Nintendo of Europe. "This is very much a behind-the-scenes shift. But now that Nintendo are running the UK market directly, you can expect them to invest significantly there, and concentrate on pushing their games machines and consoles heavily. But we'll remain pretty secretive about our games in development."

So, a brilliant start to the year, and an encouraging sign that Nintendo are deadly serious about reclaiming their crown as King of the Consoles – in the UK *and* beyond. Watch this space.

SHORT CUTS

GB BEATS PS2

Bad news for Sony in Japan, then. The charts for the end of November showed that sales of the Game Boy Color had overtaken sales of PlayStation 2 for the first time in *28* weeks. The PS2 was sitting at number three in the charts behind Sony's remodelled PSOne (at number two) and *just* in front of the N64. Published by Japan's Nikkei news agency, the charts are compiled from figures supplied by 3,200 major retailers.

WAIT TO PRE-ORDER

Nintendo have asked retailers to stop taking pre-orders for Gamecube. Online stores such as Babbages had been taking early orders from eager Ninty fans for the last few months, but Nintendo have stepped in and told retailers to wait until they implement their own pre-order system for the next-gen machine, with final prices, in late summer. Let's just hope they make a better job of it than Sony did.

NIGHTMARE MOVIE

Some of you may remember Activision's *Nightmare Creatures* on the N64 (we reviewed it on import back in issue 25). Well, *we* weren't particularly impressed with it – Kittsy awarded it just 57% – but if you were a fan, then you might be interested to learn that work has started on a Nightmare Creatures movie.



Promisingly, it'll be directed by Ralph Zondag, of Disney's Dinosaur fame. Should be a bit scarier than that, though.

THE HISTORY

The highs and lows of THE Games.

March '97
UK allocation of 20,000 N64s sells out on first day.

May '97
N64 price cut to £150. Phoneline set up to deal with complaints.

June '97
Copy of *Mario Kart* offered to pre-price-drop N64 owners.

October '97
N64 slashed to £99.99, cheaper games promised.

April '98
Nintendo of Europe formed, but still no UK office.

December '98
Chronic shortages of *Zelda: Ocarina of Time*.

February '99
No plans to release *Super Smash Bros* in the UK.

April '99
Demand for *Mario Party* grossly under-estimated.

May '99
Player's Choice range of £30 games released.

August '99
Smash Bros granted UK release after **N64** campaign.

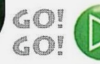
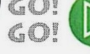
November '99
Record-breaking sales for *Pokémon* launch in UK.

December '99
DK64 sold with compulsory Expansion Pak.

May '00
TV ads help *Perfect Dark* hit No. 1 in first week on sale.

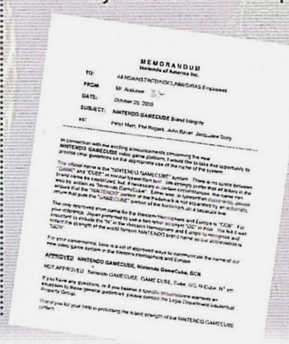
June '00
Nintendo renew contract with THE.

December '00
THE dropped by Nintendo, dedicated UK office created.

GO! GO!



WHAT'S IN A NAME?

Now, we all thought we had it right. Gamecube – written as all one word, with a little 'c'. But now it seems Nintendo have changed their minds. In a memo from Nintendo of America's president, Minoru Arakawa, staff were informed that Gamecube should be referred to only as NINTENDO GAMECUBE, Nintendo GameCube or GCN. Why not NGC? We don't know. We're sticking with Gamecube, though. At least until Nintendo have finally made their minds up.



MEMORANDUM
Nintendo of America Inc.

TO:
FROM: Mr. Arakawa
DATE:
SUBJECT: NINTENDO GAMECUBE Brand Integrity

APPROVED: NINTENDO GAMECUBE, Nintendo GameCube, GCN

NINTY WIN!

Last month we reported on Nintendo's fight against websites cashing in on their name, and it appears that they've won. On December 14th, a court in Japan ruled in favour of both Nintendo *and* Sony regarding who owns Internet domain names. In a "landmark ruling", the court decided that if a website features a corporate trademark – like Pokémon – in its domain name and ends in .jp (which means it's a Japanese website) it belongs to the owner of the trademark, ie, Nintendo. This should mean the closure of lots of websites attempting to cash-in on Nintendo's popularity.



Pokémon CLUB
WIN!
CELADON TIMES
NINTENDO WAGE WAR ON WEB SQUATTERS
Uri Geller sues Nintendo

HOW MANY?

Nintendo have announced that they plan to shift a massive 24 million Game Boy Advances in the platform's first year, with a colossal one million set aside for the Japanese launch on March 21st. Pretty staggering projections – particularly when you consider that Sony are only predicting first-year PS2 sales of around 3 million – but then GBA's got a pretty impressive act to follow: over *100 million* of the original GB and the GBC have sold since launch.

Pretty Boy

Game Boy and the fashion world collide.

No, your eyes aren't deceiving you. As part of a style campaign that will see the Game Boy marketed as a funky, urban, must-have accessory for hip young things, Nintendo have teamed up with a host of British fashion designers to create a line of GBC-related shoes and accessories.

Nine different Game Boy pouches and holders were crafted for Nintendo by designers including Markus Lupfer, Fake, Tristan Webber and Julien MacDonald – whose last show was attended by A-list celebs like the Spice Girls and Cerys Matthews. Meanwhile, the outrageous shoes – which incorporate actual Color Game Boys in their bodies – are the work of renowned Oxfordshire designer Helen Red Richards. They'll all be taking part in fashion shoots and touring around the country to attract young adults to the diddy handheld machine.

We took a train to deepest Oxfordshire to see the shoes being made, and were amazed to find that the six eye-popping items of footwear were designed and built not in a fancy studio, but in a small shed the size of an average living room. Helen Richards and her partner Paul Reece were putting the finishing touches to the last of the shoes, with their Christmas deadline looming.

"It's an odd contrast," says Paul, who has over 18 years' of shoemaking experience and was beavering away at the near-complete Purple shoe. "We're in the middle of nowhere, down a muddy track in a farmer's house in Oxfordshire, working for a company that makes millions of pounds worldwide from the latest technology."

Nintendo contacted Helen after seeing a pair of high-heeled orthopaedic shoes she'd made for a recovering Polio victim in 1998. They asked Helen to design a line of footwear based around the 'colour vibes' that they'd attributed to the Game Boy's six colours. "They're all a first in shoemaking," says Helen. "Nobody's done anything like this before. The only thing I've seen that's close to these are the shoes that Naomi Campbell fell over in that year, but they didn't have Game Boys stuck into them."

Of 30 original designs sketched by Helen, six – one for each colour – were given the go-ahead by Nintendo. Intriguingly, Helen originally wanted Nintendo characters such as Mario to be incorporated into all six shoes ("That was after they sent me a copy of *Super Mario DX*, and I got totally addicted to it") but The Big N weren't so keen – only little Pika survived, glued into a little slot in the sides of the Yellow shoes.

Helen and Paul's shoes will join the rest of the Game Boy fashion line at the London College of Fashion Graduate Fashion Show in February, before being toured around some of the UK's trendiest bars. We'll be there to report on GB's journey into fashion, but, in the meantime, if you fancy having your own shoes designed – GB-related or not – contact Helen on 01865 858522. Check your wallet, though – the GBC shoes are priced at £1,500 per pair...

◁ Little Pika's got his own space inside the Yellow shoe. Isn't he the cutest?

△ The Purple shoe was one of the last to be finished by Paul.

△ Tristan Webber's design incorporates space for your GB carts. Neat.

This one's from Julien MacDonald. Snazzy stuff. ▷

THAT GAME BOY VIBE

The 'feelings' that Nintendo's colour therapist attributed to the six Game Boy colours.

Cerise
Passion and Lust

Turquoise
Communication and Cleanliness

Yellow
Brightness and Madness

Purple
Moody and Regal

Lime Green
Optimism and New Life

Clear Purple
Cynical and Efficient



WIN! Turn the page for our regular round-up of Pokémon-related goods, plus the chance to win a Tempest TCG pack!

Turn to this page every month for the latest Pokémon news!

February 2001

62 Credits

CELADON TIMES

The Pika Paper for Pokémon!

POKÉMON CRYSTAL HITS JAPAN

As you're no doubt aware, *Pokémon Gold* and *Silver* have been doing the rounds in the Land of the Rising Sun for quite some time now, and Japan's armies of Pokéfans have been hankering for a *new* experience. Once again, Nintendo haven't disappointed them.

Pokémon Crystal is a new, special edition version of *Gold* and *Silver* – much like *Yellow* was to the first two games. Unlike its Pikachu-related counterpart though, *Crystal is* significantly different from its predecessors.

The main addition – and the one that's sent Pokéfans into a frenzy – is *Crystal*'s compatibility with Nintendo's new Mobile Adaptor. The adaptor allows players to link up their Game Boys to a special network via their mobile phones, enabling users to trade and battle their Pokémon, as well as exchange tips, items and even Pokémon attacks. There'll also be the opportunity to download rare Pokémon like Celebi and Mew.

Unfortunately, it's very unlikely that the Mobile Adaptor will make it to these shores. Japan's mobile phones are all standardised, so the adaptor will fit every one, but phones in the UK all have different sized sockets which would mean Nintendo having to produce loads of *different* adaptors – one for every make of mobile phone!

But that's not the only new feature. *Crystal* also has an all-new female character whose adventure takes a slightly different course. Her quest revolves around a new enemy – called Minaki – and her mission is to seek out the legendary cat Pokémon, Suicune, while also investigating the mystery of the unknown 'alphabet' Pokémon. To help her on her mission, she's got an improved backpack and an updated Pokégear which enables her to use new and different items. And there's a new female DJ, called Hello Aoi, who passes on information to our heroine about any secrets and sub-quests which lie ahead via the handy in-game radio. The game also makes use of some neat new attack animations and some slightly improved graphics – including a revamped map and menu screen for the female character.

With or without mobile connection, hopefully *Pokémon Crystal* will be deemed suitable for a speedy translation and a UK release next year. We'll keep you updated.



The intro now shows Suicune under attack from the mysterious Unown.

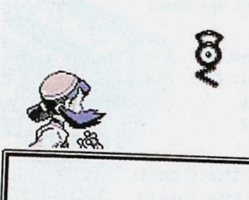
The bowels of Unown's temple.

As you can see, much of the game remains the same.

Our heroine is a long way from becoming a master yet.

なまえ／クリス
IDNo 12277
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There are a couple of minor graphical changes in place.



GO! GO!

POKÉMON NEW GOODS

YOUR MONTHLY ROUND UP OF ALL THINGS POKÉMON!

TRADING CARD GAME: TEMPEST GIFT BOX

Wizards of the Coast • High St • £14.99

As you've no doubt guessed, we're massive fans of the Pokémon trading card game, so it was a pleasant surprise to have this grace the office. This particular themed pack consists of Water and Lightning-energy reliant Pokémon and while it's not exactly configured to be a killer deck, it's decent enough to get you started on the right foot. There are a couple of extra packs thrown in, in the form of one Standard Booster pack and a Jungle Booster, and you'll also find a special coin, a velvety smooth card case, a play mat, and a CD-ROM to help you get to grips with the basics. Very tidy indeed, complete with a neat price to match.

90%

POKÉMON: THE OFFICIAL ANNUAL

Pedigree • High St • £5.99

Excuse us if we don't jump for joy about this. It's another in a long line of annuals which are basically nothing more than a Pokédex with a couple of stories and activities – like… er… mazes and colouring-in – tagged on. Now it might be the fact that we've long since lost our crayons and no longer have any desire to join up dots – or maybe we're all just getting too old and grumpy. Either way, we can only really recommend this for the young and uninitiated Pokémon fan.

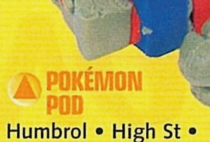
75%

POKÉMON TOOTHBRUSH

Grosvenor • High St • £2.50

Well, what can we say? It's a purple toothbrush and it's got the word 'Pokémon' on the handle. Oh yeah, and there's also a little Pikachu base to stand it in. So it's not the most awe-inspiring sight in the world, but dental hygiene is nothing to be sniffed at. Geraint swears blind that his ancient Obi Wan-Kenobi toothbrush helped stop his mouth from 'stinking like rotten fish'. If this does the same for the young Pokéfans out there, then you'll hear no complaints from us.

78%



POKÉMON POD

Humbrol • High St • £5.99

Hmmm, this one's quite a cheeky little invention. It's a Pokéball that can be pulled open to reveal a rubber-lined interior. Choose from five different colours of Plasticine-type stuff and jam it into the ball. Shut it tight and re-open it to reveal a neatly moulded Pokémon character. You can choose from a total of six, comprising the main four – Charmander, Pika etc – plus Gengar and Poliwhirl. Trouble is, though, you'll have to buy five more to get the set as there's only one rubber mould with each ball. Once you've merrily moulded a couple of Bulbasaurs, the appeal does dwindle rather quickly, leaving little incentive to get them all. A neat idea, but ultimately pretty dull.

71%



POKÉMON JAMMER

Tiger Electronics • High St • £5.99

Tiger are back again, this time with the bizarrely titled Pokémon 'Jammer'. If anyone remembers those alarm clocks which turned off when you threw them, then you'll have pretty a good idea how this works – except in reverse. Throw the Pokémon ball at a wall to activate one of three different sounds, ranging from the Pokémon's name to Pokémon catchphrase 'Gotta catch 'em all'. Our Squirtle version amused us no end, mainly due to the fact that it sounds like a New York cab driver. A rather curious item that's actually pretty cool. Nicely!

82%

POKÉMON MARBLE LAUNCHER

Marvel • High St • £7.99

You little beeaauuuuty! This is ace. It's a mechanised, rotating marble-launcher in the shape of a Pokéball. Holding up to eight Pokémon marbles at a time, you use it to shoot your opponent's marbles – they need to have a launcher too – off a round Pokémon mat. Granted, it's exactly the same idea as the marbles game which has been in existence since the dawn of time, but this is a stylish update. As an added bonus, each marble is decorated with individual Pokémon characters so you can trade and collect them too. Search this out as soon as possible.



90%

WIN! TEMPEST TGCs!

We have five TCG box sets (reviewed above) to be given away to any of you lucky folk out there who can answer this ridiculously simple question – aren't we kind!

Which of these is responsible for the awesome TCG phenomenon?

a) Warlock of the Beach
b) Wizards of the Coast
c) Sorcerer of the Seaside

The first lucky reader to have their correct answer pulled from our fake-snow-covered wintery hat will be sent one of these excellent Tempest box sets.

Answers on a postcard to:
Blow Me Down!
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
To reach us no later than Thursday 22nd February, if you please.



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PLANET 64 COMING SOON

Updating you on the N64 games of the future

QUICK JUMP TO BACKSTAGE ASSAULT p18 DANCE DANCE REVOLUTION p19 NINTENDO NET p19

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

You mentioned a league?
In the UK we weren't treated to the in-built delights of extra Golf and Tennis tournaments but with the news that Nintendo are going to be putting a lot more effort into pushing their product in the UK, we're keeping everything crossed that the extras appear in the PAL version.



What's this about item collection?
There's a much stronger emphasis on earning bonuses in the numerous modes. Win a minigame and you'll be rewarded with a host of goodies to pep up your monsters' performance.

INFO BURST

POKÉMON STADIUM G/S	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
March	TBA	Now

ANTICIPATION RATING





It's probably worth clearing the area when Phanpy, er, 'lets Polly out'. Air freshener, please.

We can't wait to clap eyes on what the lovely Ho-oh will look like in action.

All that sweetness under one roof. Just how's it done?

Anyone for a spot of Run, Rattata, Run with new 'mon?

New moves all round. Could Gastly get any scarier?

Pokémon Stadium Gold/Silver

The heated battle rages on.

Painful, having to wait this long for the new wave of Pokéfever, isn't it? While Japanese and American Pokémaniacs are already enjoying the Game Boy version – and America has only got a couple of months until the N64's *Pokémon Stadium Gold/Silver* ships there – we've got a considerably longer wait in the UK.

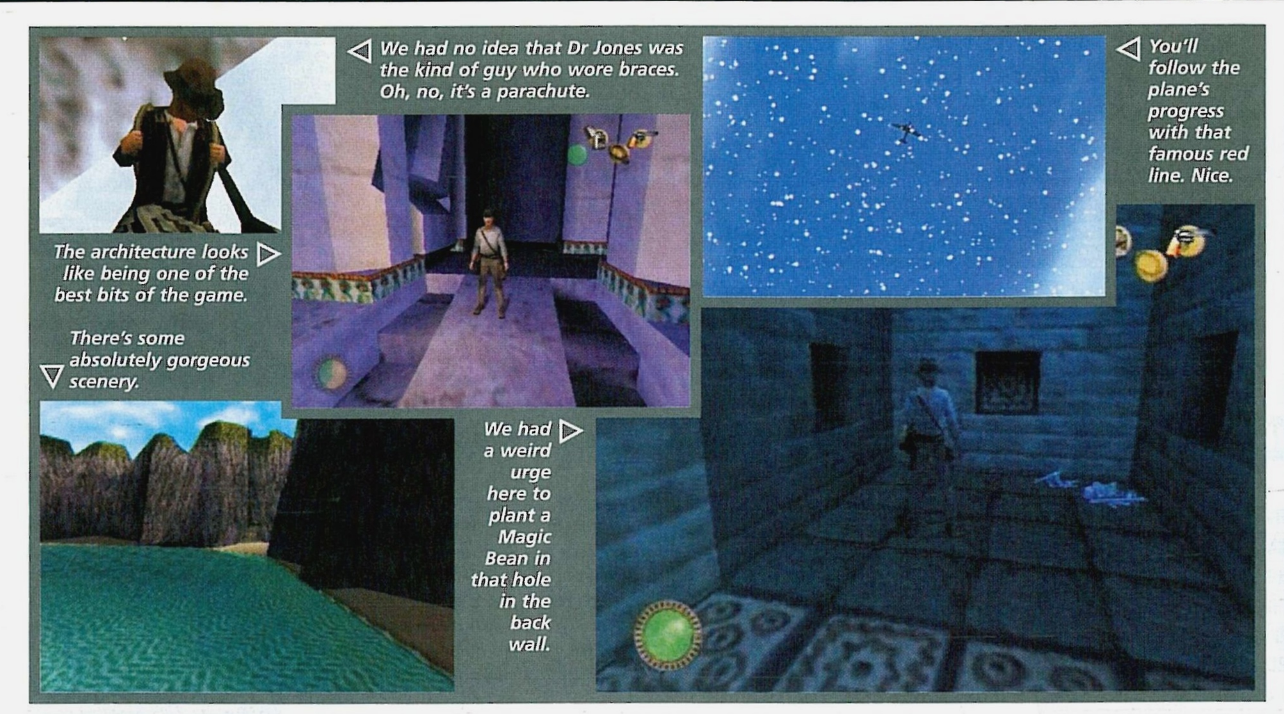
When the time comes, though, this little baby will be the essential add-on to get your hands on. And what a beauty it is. We've already reported how great it's looking in previous issues, with glorious, all-new animations for each of the 251 Pokémon you can play with.

That's pretty much the main difference in the new-generation *Stadium*, but since the last one did so well at reinvigorating the N64 market, this is maybe not such a bad thing.

Some tweaking has taken place, though. For example, each Pokémon attack will have a more visible effect on its target – there are some particularly impressive fainting sequences.

Other new features include a top-down racing game – like the ancient classic *Super Sprint* – starring new fella Donphan and a faithful recreation of the Pokémon leagues. These'll function a bit like the extra tournaments that America and Japan have been treated to with *Mario Tennis* and *Golf*. Expect a review of the Japanese version in the very next issue.





◁ We had no idea that Dr Jones was the kind of guy who wore braces. Oh, no, it's a parachute.

◁ You'll follow the plane's progress with that famous red line. Nice.

The architecture looks like being one of the best bits of the game. ▷

There's some absolutely gorgeous scenery. ▽

We had a weird urge here to plant a Magic Bean in that hole in the back wall. ▷

Indiana Jones and the Infernal Machine

Imagine Lara with pointy ears...

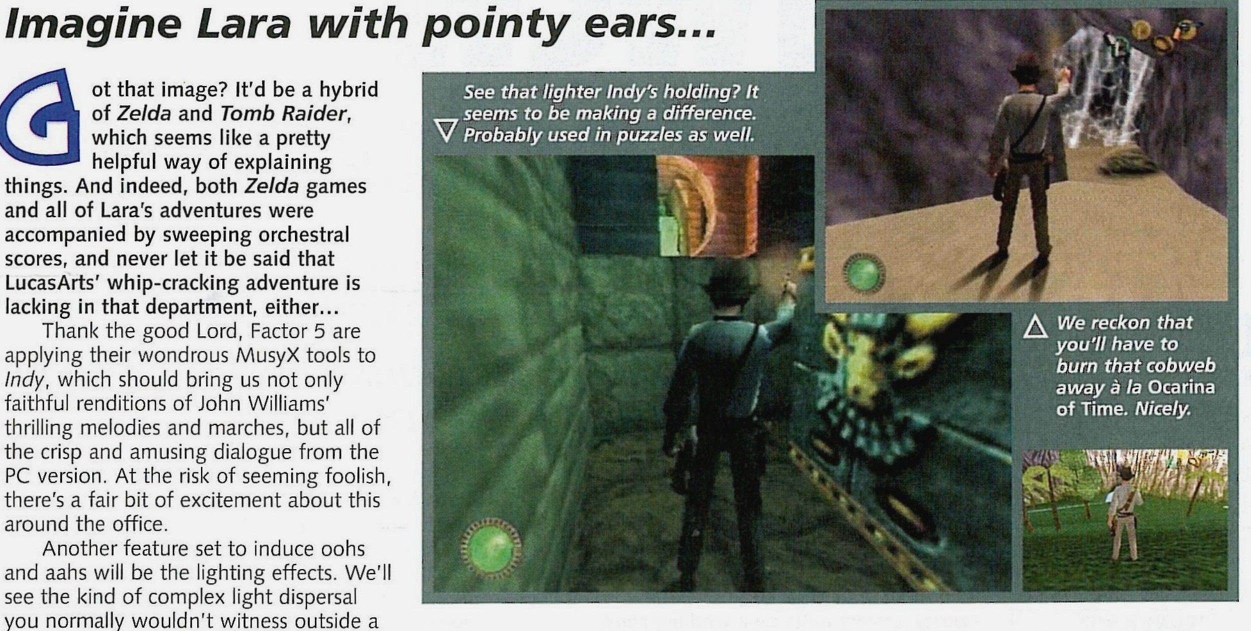
Got that image? It'd be a hybrid of *Zelda* and *Tomb Raider*, which seems like a pretty helpful way of explaining things. And indeed, both *Zelda* games and all of Lara's adventures were accompanied by sweeping orchestral scores, and never let it be said that LucasArts' whip-cracking adventure is lacking in that department, either...

Thank the good Lord, Factor 5 are applying their wondrous MusyX tools to *Indy*, which should bring us not only faithful renditions of John Williams' thrilling melodies and marches, but all of the crisp and amusing dialogue from the PC version. At the risk of seeming foolish, there's a fair bit of excitement about this around the office.

Another feature set to induce oohs and aahs will be the lighting effects. We'll see the kind of complex light dispersal you normally wouldn't witness outside a high-end PC, which should be used to great effect as Indy raids tombs (ahem), torch in hand.

What Link never managed to achieve in all his romps was hopping into a 4x4 and tearing around the countryside. Indy, however, will need to indulge in serious off-roading (and indeed white-water rafting) to accomplish his goals – which seem to include running over wild coyotes. Endangered species-killer Crofty would be proud.

After killing coyotes, Russians, the undead and some evilly enigmatic robot things, Indy will also have to get to grips with some decidedly fiendish puzzles. Remember – only the penitent man will pass...



See that lighter Indy's holding? It seems to be making a difference. Probably used in puzzles as well. ▽

△ We reckon that you'll have to burn that cobweb away à la Ocarina of Time. Nicely.

Q & A

So. Where's it set, then?
Plenty of suitably attractive places. The whole area of archaeology/action gaming is renowned for having lush and awe-inspiring environments to play in. So, Indy'll large it up in the likes of Tjan Shan Mountain, Kazakhstan, the Tower of Babel, the tomb of King Nub and the Aztec Pyramids in Teotihaucan.



Any minecart rides?
It'd feel odd without one, since Indy started the whole craze...



So, what was wrong with the PC version, then?
Quite a lot, really, but the biggest problem was with the control system. Even with an expensive control pad, Indy went straight from standing stock-still into a full gallop. You also had to do lots of pixel-perfect jumps. These problems combined made for a lot of frustrating deaths. All remedied now, though.



INFO BURST

INDIANA JONES

FROM:	LucasArts
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING

GO! GO!

Q & A

What's the balance of magic-to-combat? *At first, as a headstrong squire, you'll mainly be wading in with short swords flying, but as the plot progresses you become more aware of mystical happenings.*

How much freedom to explore is there? *Supposedly quite a bit, so that certain problems can be overcome in a different order each time you play. However, the storyline takes pride of place in Aidyn, so expect the action to have a definite beginning, middle and end. Think Zelda – you have a lot of freedom, but you're still led along gently.*

Is it going to be horribly complex? *THQ producer Andrew Brown has said that he's aiming the game at all ages, but he doesn't want to underestimate the capabilities of the younger player. So expect detailed, but not needlessly finicky.*



We've never seen a proper RPG executed so colourfully. The animation's good too.



It's almost as pretty as a dedicated 3D adventure, but that's just the surface. Wil would wet himself.



Aidyn Chronicles

INFO BURST

AIDYN CHRONICLES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
March	2001	TBA

ANTICIPATION RATING: 4/5

It's lonely being the First Mage.

So, *Aidyn*, then. It's late in coming, but looks like being well worth it. Details of the story are starting to emerge and it's a classic tale, with young squire Alaron becoming embroiled in an epic, emotion-charged quest across several lands to save the world. There are fledgling wizards, poet-warriors and exceedingly annoying bards who will warble at inopportune moments. Love it.

Expect a combat system somewhere between *Ogre Battle* and *Hybrid Heaven*, with numerous factors having an impact. Specifically, we're intrigued about the real-time day/night business, whereby some characters and some magics will function differently at certain times in the day. The possibilities here are endless. The idea is that by encountering different people at different times of day, *Majora's Mask*-style, the game experience will never be the same twice, although the plot will still continue as it should.

Looks like your journey could involve a boat trip.

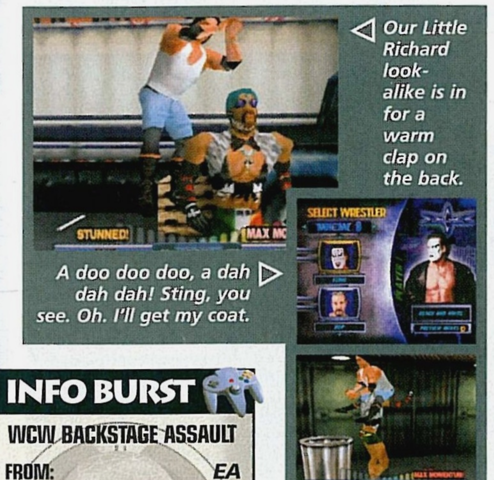
Developers H20 are steeped in old-fashioned RPG lore, so expect plenty of detail like heavily armoured characters moving slower, magic requiring certain conditions to be met, and so on. Still no definite release date, but more news as we get it.

Electronic Arts. They've done wrestlers before, right? *They have. WCW Mayhem was alright, if not quite up to the standard set by THQ's better efforts.*

How many wrestlers? *A princely 50. Which is not quite so princely when you consider that No Mercy boasts tons more than that.*

Blood, eh? Yippee! *Yes, but here's something weird. Even if you turn 'Realism' (chuckle) on, female wrestlers simply will not bleed. Seems EA are seeking to avoid accusations of female-bashing antics. Interesting, that...*

What about weapons? *Far too many to list here, but the suitably horrific items will have a limited lifespan as you crash them over your chum's prone body. You can Irish Whip people into the scenery to reveal weapons too. Nice.*



Our Little Richard look-alike is in for a warm clap on the back.

A doo doo doo, a dah dah dah! Sting, you see. Oh. I'll get my coat.

WCW Backstage Assault

INFO BURST

WCW BACKSTAGE ASSAULT	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

ANTICIPATION RATING: 3/5

Behind-the-scenes skullduggery coming on strong...

Wrestling fans, hold your wild horses. This'll now be coming out in the States only, but that's not really a problem, because you can always flick forward to page 68 to learn how to get your sweaty, gloved mitts on a working copy.

Backstage Assault marks a turning point for wrestling games everywhere in that there's no ring, or indeed rules, to speak of. Control-wise, past efforts have experimented with combos and such malarkey to find the best way to handle the action, and EA have settled on the same set-up as *Wrestlemania* and *No Mercy* use, except the buttons have been switched around. In addition to the Stamina Meter you have a Momentum Meter, indicating whether you're on a roll. One thing had us belly-laughing, though – in the options screen you can turn on 'Realism'! Essentially it just means you can activate the blood, though...

Hardcore fans (the only ones likely to play this) will be challenged by the Hardcore Gauntlet, where you face seven foes in a row with no chance for a breather in-between. Ouch. Look out for a review next month.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



Huey, Dewey and Louie – officially the most camp ducks in cartoon history.

Unsurprisingly, Pluto's 'dance' moves aren't up to much.

Plenty of tunes available, and all just as twee as you'd expect them to be.

You'll need to solve jigsaw puzzles like this to access new Disney tunes.

Here's the garish mat used to control the game. Not actual size.



Dance Dance Revolution

Disco down with Disney and co.

You can laugh all you like – this Disney-based dancing game was by far the most popular N64 title on display at last August's Spaceworld show in Tokyo, with crowds of Japanese tots queueing up to stamp and jive in time with Mickey and his friends.

Dance Dance Revolution is controlled not via the N64 joypad, but with a plastic mat that plugs straight into the controller port. In the game, direction icons scroll up the screen in time with typically jolly Disney tunes, and your job is to bring your feet crashing down on the corresponding arrows on the mat. In the harder stages, you'll need to bounce and stamp increasingly quickly – and all the while, Mickey, Minnie or Chip 'n' Dale are jigging about on-screen to encourage you.

Humiliating as it sounds, tripping the light fantastic in *Dance Dance Revolution* is a truly liberating experience once you've cast aside your inhibitions – and it's great exercise, too. Just don't hold your breath for a UK release. Shame, that.

Q & A

But I'm a terrible dancer!
Don't worry. The only punishment you'll suffer for messing up the foot-stamping is a low score – although if you can dance in time, you'll be treated to a visibly more excited Disney character on your TV.

What are the songs like?
The usual Disney stuff – funked-up versions of 'When you wish upon a star' and 'Bear Necessities', along with original compositions themed around the adonyne animals. There are around a dozen songs in all.



It looks a bit primitive.
Yes. Konami have plumped for a 2D cartoony look that hardly brings out the best in the N64 – and there are fewer than 20 frames of animation for each Disney star. Disappointing – although the sight of Pluto lolloping from left to right across the screen is almost worth the asking price alone.

Sounds great. But why can't Konami give us *Metal Gear Solid* instead?
Good question.

INFO BURST

DANCE DANCE REVOLUTION	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Jan

ANTICIPATION RATING

NINTENDO NET

DAILY RADAR UK

The Internet is a funny old thing. Whilst it's potentially the best news medium ever created, you simply can't trust everything you read; people have a habit of making things up. And there's been plenty of loose talk this month. Whilst Gamecube is apparently still due for a late 2001 US release (according to NOA, at least) unconfirmed rumours murmur that the console isn't as easy to develop for as Nintendo have claimed – the upshot being that those all-important launch titles won't be ready for 2001 at all. How does 2002 sound?

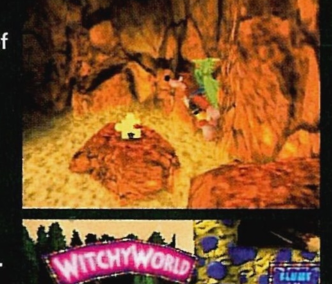
We, of course, scoff at this nonsense. Whilst Nintendo are notorious for their delays, we reckon the Japanese giants absolutely know they have to get *everything* right this time around. With Microsoft's X-Box due to be launched at the tail-end of 2001, they can't afford not to get Gamecube into the shops as quickly as possible. And Electronic Arts Canada, to further disprove any 'difficult to develop for' nonsense, have blabbed about their Gamecube development kits... Apparently, in initial benchmark tests (ie, turning it on for the first time and seeing roughly what it can do) they were able to get the console running around 14 million polygons per second, with all textures, lighting and other effects turned on. And they reckon that's a conservative estimate, too, meaning that once they really get stuck in with it, Gamecube will be able to do a whole lot more. Compare that to the fact that PlayStation 2 can do about 10 million polygons at the moment, and we think you'll agree it's looking pretty promising.

EA have also confirmed that they're bringing snowboarding extravaganza *SSX* to GC, possibly to be followed up with a mountain biking game, a *Madden* title and the inevitable *FIFA* entry. Good news, no? See you next month!

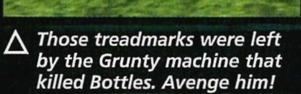
Jes Bickham, Nintendo Channel Editor, www.dailyradar.co.uk

HOW IT WORKS

Like its prequel, *Banjo-Tooie* is a quest to collect Jiggies – golden pieces of jigsaw. You'll be rewarded with one for every puzzle you complete or boss you vanquish, and there are 100 in all, scattered around the eight main levels and the central 'hub' area, Isle O' Hags. However, simply pocketing those shiny segments isn't enough to open each level – you'll also need to complete one of Jiggywiggy's jigsaws, *and* work out how to actually reach the level entrance after it's been opened. Make no mistake – this isn't a game that you'll be polishing off in a spare lunchtime.

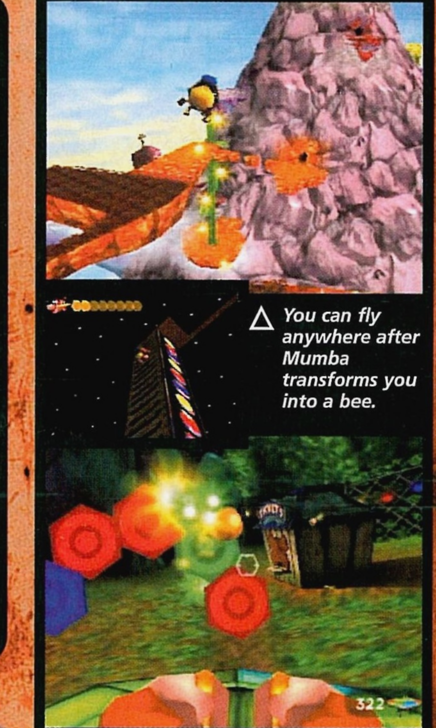


The jigsaw picture moves, so polishing it off isn't easy.



Those treadmarks were left by the Grunty machine that killed Bottles. Avenge him!

This fellow tells you how many Jiggies you've got. But where's his mouth?



You can fly anywhere after Mumba transforms you into a bee.

SPECIAL INVESTIGATION

BANJO-

It's out in the US, and we've finished it!

INFO BURST

BANJO-TOOIE

FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Now	April	TBA

ANTICIPATION RATING

Now that *Mickey's Speedway* is out of the way, Rare can finally knuckle down to the good stuff. 2001 is when the Twycross coders will rescue *Dinosaur Planet* from development hell, squeeze the final few swear-words into *Conker*, and – at last – bring us a completed *B-T*.

Thanks to reams of oh-so-subtle hints scattered throughout *Banjo-Kazooie*, we've always had an inkling of what to expect from its sequel. We knew there'd be a lava level, because Gobi the camel ran off to visit it at the end of *B-K*. We suspected a prehistoric land would crop up, as Mumbo told us he'd "save my T-Rex spell for the next game". And, most excitingly of all, we were promised that, via some super-secret Rare method, the *Banjo-Tooie* cart would help open-up a plethora of locked areas in its prequel.

Now we've got our hands on a *finished* US cart – and managed to confirm all those suspicions *and* uncover a whole lot more. After *B-K* and *Donkey Kong 64*, are Rare set to give Nintendo and *Mario* another run for their money? The answers are over the page...

N64's Special Investigations can take us all over the world – this month, we infiltrated Rare's HQ in Twycross, England to see *B-T*.





Walking with dinosaurs courtesy of one of Mumba's spells.

Oversized puffer fish with spiky skin – unsurprisingly, they aren't friendly.

TOOIE

MEET AND GREET

There's a bulging roster of *Banjo-Tooie* characters to both help *and* hinder you on your long journey…



JAMJARS

With Bottles dead, new moves are brought to you courtesy of his brother, Jamjars. Locating him on each level is a tricky business, though – as is finding all the musical notes he asks for.



KLUNGO

Still faithful to his evil mistress Gruntilda, Klungo pops up three times to give you a beating and test his magical potions. Explosive eggs will see him off every time.



MUMBA

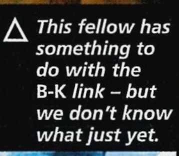
She'll transform you into anything from a washing machine to a Tyrannosaurus Rex, although her finest work is the rolling, bouncing snowball she morphs you into at Hailfire Peaks.



MUMBO

He might be controllable this time, but he doesn't do much. Simply find a Mumbo pad and he'll perform a spell that brings statues to life, melts frozen ice or magics up glittering rainbows.





This fellow has something to do with the B-K link – but we don't know what just yet.



You can see for miles in B-T, but it doesn't half get jerky when there's lots on-screen.

Air is limited in the fiery sections – don't even think about exploring here when you're a snowball.





JINJO!
The stranded pixie-like creatures who yell and wolf-whistle until you rescue them are back in *Banjo-Tooie*. This time, finding all the Jinjos of a certain colour bags you a Jiggy – but your job's hindered by the evil Mingys, who look and sound identical to the good guys until you get near, at which point they cackle and fry you with their stun guns. Little tykes.

ANIMAL MAGIC

There's a whole host of brilliant new moves to learn, courtesy of Bottles' replacement, Jamjars the mole.

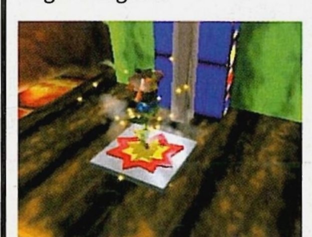
GRIP GRAB

This is one of the very first new moves that you learn. Use it to hang from ledges and shimmy along to secret areas, while Kazooie pecks with B to smash any pesky snappers you encounter.



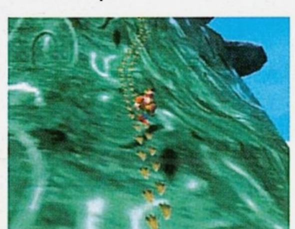
BILL DRILL

Jump on top of a rock, press A and Z, and Kazooie will hammer away with a convincing pneumatic drill sound. Useful for tracking down gold coins in Jolly Roger's Lagoon.



CLAW CLAMBER

If you see bird-shaped footprints wandering up a vertical wall, chances are there's a pair of suckered boots nearby. They'll allow Kazooie to defy physics and clamber up.



EGG AIMING

As in *Donkey Kong 64*, Kazooie can now fire eggs in first-person – and there are now *five* types, including ice and fire varieties, and remote-controlled explosive clockwork birds.



LEVEL LINKS

Secret tunnels act as shortcuts between *Banjo-Tooie*'s colossal levels and they're vital for some of the game's tougher puzzles. Here's an example of how they work…

1 In Terrydactyl Land, you'll discover these shivering caveman. They're just crying out for heat and food.





2 Follow the tunnels out of their cave and you'll arrive in Witchyworld. Grab a burger and fries from the shops, then head back again…

3 …and feed the starving blokes. They still need warming up, though, and fiery eggs don't seem to be helping.



4 Back at Witchyworld's entrance, Mumbo will transform Kazooie into a fire-breathing dragon…

5 …but only if you find the Superglowbo. It's hidden at the end of a tunnel taking you to a secret section of Hailfire Peaks.





6 The transformed Kazooie can light the cavemen's stoves, and a Jiggy is finally yours.

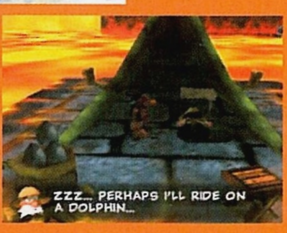


SABREMAN

Look behind one of the icy cliffs in Hailfire Peaks and you'll find a guy in a pith helmet, frozen in a block of ice. Thaw him out and you'll discover he's not just any old man – it's Sabreman, the star of many of Rare's early-'80s ZX Spectrum titles, back when the Twycross coders were known as Ultimate Play The Game. Both the amulet he's carrying and his tent elsewhere in the level are references to Ultimate's *Sabre Wulf* – but what's most exciting is that he wonders aloud whether he'll 'ride on a dolphin' in future. Could Rare be hinting that this ageing adventurer is on his way to Gamecube?



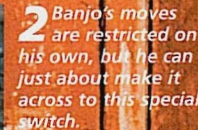
There's a Sabre Wulf character in Killer Instinct, so this could mean a KI3 for Gamecube.



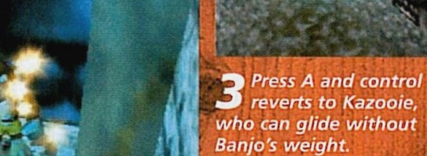
THE SPLITS

For the first time, the bear and the bird can go it alone. But co-operation is still the order of the day.





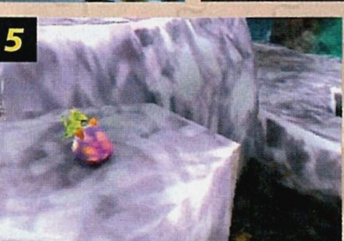
2 Banjo's moves are restricted on his own, but he can just about make it across to this special switch.



1 First, you'll need to find the Banjo and Kazooie pads and then press A. 'Freedom!' cries Kazooie.

3 Press A and control reverts to Kazooie, who can glide without Banjo's weight.





4 Pop her down on her own switch and this giant door obligingly swings open.

5 Later, you'll need to use Kazooie's Hatch ability to free baby dinosaurs from their eggs...

6 ...And pop Banjo into his sack to protect him from lava and stinking sewage.



△ Explosive eggs make for special effects-filled battles.

MULTIPLAYER

We'd like to call *Banjo-Tooie*'s multiplayer 'comprehensive', but that would be a horrific understatement. *Every* minigame from the solo adventure is available for up to four players – that's around a dozen different games, including first-person shootouts in maze-like underground mineshafts and the hectic Mayan Kickball. The *GoldenEye*-style deathmatches, in particular, are thoughtfully put-together, with options such as one-hit kills and team play readily available. Up against *GoldenEye* itself, and the similarly frantic minigames in *Mario Party*, none of *Tooie*'s four-player games are particularly groundbreaking, but they're a very welcome addition all the same.

MORE MINIGAMES

Self-contained games crop up much more frequently than in *Banjo-Kazooie*, and they're tremendous fun.

HOOP HURRY

Secreted inside the bouncy castle in Witchyworld, the Hoop Hurry minigame has Kazooie leaping through rings with the aid of the Spring Boots. This is actually *much* trickier than it looks.



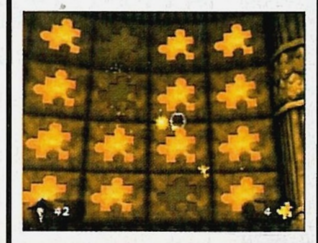
FIRST-PERSON

These challenges crop up every couple of levels and are usually a race against time to find and shoot objects in a brain-frazzling maze. Don't shoot the TNT sticks, though...



POT O' GOLD

An absolute nightmare from Cloud Cuckooland. Grab Kazooie and fire eggs at the golden jigsaw pieces lining the walls – you need to hit *90* in just 45 seconds and it's near-impossible.



TRASH-CAN GERMS

Also found in Cloud Cuckooland, inside a skyscraper-sized dustbin. The giggling germs can be dispatched using Kazooie's spinning Wing Whack move. Fairly easy, this.



POST-MODERN PLATFORMING

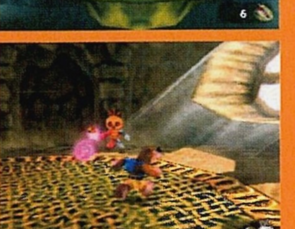
Banjo-Tooie refuses to take itself seriously, and positively overflows with self-referential gags. Characters constantly remind themselves that it's all just a game, Rareware logos crop up all over the place, and Kazooie treats every boss and puzzle with a cynical 'seen it all before in a million other platformers' attitude. Refreshing – if a little unnerving.

GO! GO!



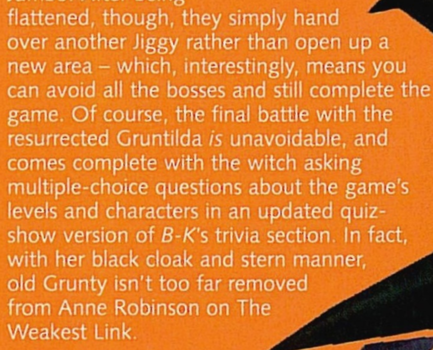




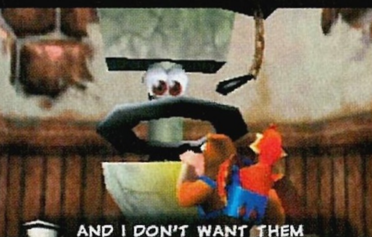


BOSSES

Banjo-Kazooie did without bosses, but *Banjo-Tooie* is chock-full of the angry oversized enemies, from inflatable dinosaurs to evil robotic twins of Mumbo Jumbo. After being flattened, though, they simply hand over another Jiggy rather than open up a new area – which, interestingly, means you can avoid all the bosses and still complete the game. Of course, the final battle with the resurrected Gruntilda *is* unavoidable, and comes complete with the witch asking multiple-choice questions about the game's levels and characters in an updated quiz-show version of *B-K*'s trivia section. In fact, with her black cloak and stern manner, old Grunty isn't too far removed from Anne Robinson on The Weakest Link.





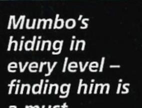


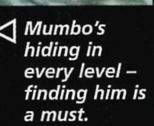
Loggo the Toilet's back – and this time he forces you to clean out his u-bend. Sick.



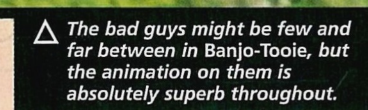
There are plenty of Donkey Kong 64-style lighting effects throughout Banjo-Tooie. Rare certainly know their stuff.

The old prospector in Glitter Gulch Mine has a worryingly close relationship with his pet rat. Best steer clear of him.





Mumbo's hiding in every level – finding him is a must.



The bad guys might be few and far between in Banjo-Tooie, but the animation on them is absolutely superb throughout.

Yes, it's a *Mario*-style platformer. But, having played a finished US copy of *Banjo-Tooie* through to completion this month, we're happy to report that the sequel to *Banjo-Kazooie* is much, much more than that. Rare might have given *Banjo-Tooie* the worst game name in living memory, but they've also gifted it with some of the most varied, gratifying gameplay on the N64.

Take the first level, Mayahem Temple. Banjo and Kazooie's quest still revolves around finding jigsaw pieces that are scattered around each colossal world. But by the time you've collected your first five Jiggies, you'll have tiptoed past a sleeping snake, taken potshots at a rotating statue in first-person, assumed control of a skyscraper-sized gold statue to kick stone doors apart, transformed into a small shuffling rock-creature, and taken part in a quirky combination of basketball and football. And all, ironically, without leaping on a single platform.



VISUALS ***Every one of the game's eight maps makes B-K seem like it was set inside a matchbox.***

What's most refreshing about *Banjo-Tooie*'s enormous variety of minigames, bosses and character transformations, though, is that they're all incorporated into the trickiest puzzles ever to emerge from the fiendish minds at Twycross. Your brain will threaten to

Mumbo's magic can put you in control of this colossal statue.

A quiet game of poker is rudely interrupted by the Grunty's resurrection. Has she no manners?

Don't expect a Jiggy after beating this boss – you'll need to see off his twin brother, too.

Ah, we remember Sabreman's original adventures well. Sniff.

Break these bouncing Banjo-Kazooie carts and find eggs within.

Heggy the Hen will happily hatch mystery eggs for you, and unlock the cheats that they contain.

TRAIN TO WIN
You'll first stumble upon this gigantic steam train in Glitter Gulch Mine and, once the Coal King living in his boiler has been evaporated, you can ride him to any of the levels – but only when you've found the Chuffy Switch in each map. The train's vital for some puzzles, such as taking a lost dinosaur back to its mum, and riding to a Jiggy on the icy side of Hailfire Peaks.

overheat as it struggles to figure out a way to reach a switch without being sucked up by a giant magnet, or work out how hanging stalactites can help you cross an icy chasm. By the time you reach the belief-beggaringly large mountain landscape of Hailfire Peaks, it's easy to spend *hours* wandering aimlessly, lost and confused – which makes finally cracking a puzzle all the more gratifying.

Every one of the game's eight maps – from the roomy caves of Glitter Gulch Mine to the island-filled sky of Cloud Cuckooland – makes *Banjo-Kazooie* seem like it was set inside a matchbox. There's no fogging or pop-up – Banjo and Kazooie can use Feather Pads to fly high into the sky and look down on the entire map with no loss of detail – and the angry yetis, plodding stegasaurii, camp frogs and fire-spitting dragons that inhabit each level are blessed with some of the smoothest, funniest animation we've clapped eyes on. And all this *without* the use of the Expansion Pak.

Thankfully, Rare haven't sacrificed game mechanics for graphics – *Tooie*'s controls are flawless, with every one of over *40* different moves easy to access and a pleasure to use. As promised, Banjo and Kazooie can now split up, and the bone-headed shaman Mumbo Jumbo can wander around each level on his tod, yet switching between them and using their individual abilities to reach Jiggies is simplicity itself. Even when Mumba transforms you into washing machines, bees and snowballs, all of which have unique shooting, flying and rolling specialities, the elegant controls make getting around a cinch.

So, there's just one depressing aspect to *Banjo-Tooie* – that the UK is forced to wait until April to see it in the shops. Still, that could be a hidden blessing – given the *50 hours* of game packed inside the *Tooie* cart, you'll probably need the whole of the Easter holidays to complete it…

LIFESPAN ***There's something approaching 50 hours of game packed inside the Tooie cart.***

Flip to page 70 for a batch of never-before-seen *Banjo-Kazooie* codes – including the ones you'll need to unlock the game's hidden areas!



N64 presents planet

GAME BOY

N… REVIEWS AN… FOR YOUR GAME BOY …COLOR, P… MERA AND PRINTER

REVIEWED THIS ISSUE!

MARIO TENNIS

page 33

Classic Japanese import! RPG tennis action and four new characters for the N64 version.

BACKGAMMON

page 32

It's the world's oldest board game, but can Backgammon cut it on the Game Boy?

WIN! Send us your top tips and win an Action Replay Online!

POKEMON GOLD & SILVER

THEY'RE BACK…



PLUS!

- Game Boy Gallery!
Freak out with the world's ugliest photo album!
- Top tips for the latest GB titles!
Sneaky cheats for *Pokémon Trading Card Game*!

ISSUE 26
February 2001

Welcome to Planet Game Boy

Once again it's prime Game Boy shopping season – a second UK Christmas for Pokémon, and another five or ten million units of the world's biggest-selling games machine shipped out. But while this year has been, in terms of quality, arguably the best the Game Boy has ever known, it's hard to spot many titles as good as *Cannon Fodder*, *Driver*, *Metal Gear Solid* or *Pokémon Pinball* on the horizon.

In fact *Pokémon Gold* and *Silver*, which you can get now on US import, may well be the last of Nintendo's own titles to support black-and-white Game Boys (remember them?). They may also be the last Game Boy blockbusters before the Advance is launched. Since GBA development kits were delivered to software companies, hardly any major GBC projects have been started. Thanks in part to the $1 price hike on blank GB carts, and despite the vast user-base of existing GB owners, resources are being diverted to new GBA games.

It's an echo of the way PlayStation 2 has been welcomed – countless games, no new PlayStation 1 projects, and shelves lined with unsold, underwhelming PS2 software. As long as Nintendo can make enough GBAs they'll be okay, but four months between the Japanese and UK debuts makes it virtually a global launch. With twice as long to prepare, Sony could only get 165,000 PS2s into the UK. Delay, anyone?

Martin Kitts, Editor

planet GAME BOY
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Editor: Martin Kitts
Contributors: Andrea Ball, Justin Webb, Paul Edwards, Alan Maddrell, Steve Jalim

TEX HEX LIFTED



That's Tex himself, retro-futuristic dino-hunting cowboy.

Movement is smooth and fast at all times.

Remember *Tyrannosaurus Tex*? Our first look at Slitherine's groundbreaking, delay-cursed 3D shoot-'em-up was in September 1999, but following the preview in PGB/15 the game promptly vanished. Well, at long last, it's back.

Tyrannosaurus Tex is pretty much finished and ready to go, although because a few last-minute details regarding a publishing deal need to be sorted out, it'll be at least a couple more months before we see it in the shops. But Slitherine kindly supplied us with a demo version to be getting on with, and luckily it looks like all that time stuck in development limbo hasn't done the game any harm.

Its main selling point is the fact that this is a *Doom*-style 3D shooter running on a system that really shouldn't be able to handle such complicated graphics and levels. Quite how the programmers responsible managed to get the Game Boy to jump through hoops like this is a trade secret they're keeping very quiet about, but it certainly works well. The controls are simple, with a decent range of movement available by holding down B and using the D-pad to strafe left and right.

The full game contains 28 levels of mazes, puzzles and dinosaurs, along with six different weapons you can use to blast your way through the enemy hordes. Best of all, there's also a two-player deathmatch mode with five arenas to play in. We're looking forward to seeing how it all hangs together as a game, so we're keeping our eyes peeled for this one. As soon as it gets a final release date, we'll let you know.

The scrolling overhead map ensures you won't get lost in the mazes too often.



These colourful cartoon stills tell the game's story.

SWAN SONG

The hottest gadget in Tokyo right now is Bandai's new WonderSwan Color handheld, which received an enthusiastic reception when it launched in Japan in December.

Thanks to the appeal of a revamped *Final Fantasy* game, which was bundled with the machine in special promotional packs, more than 300,000 units were sold during the first weekend. By the time you read this, Bandai expect to have shifted over 600,000 of the ¥6,800 (£42) machines – a lot less than Game Boy Color sells, but enough to make quite an impression on the software charts.

Bandai's master plan involves selling rewriteable carts and making games available as cheap downloads. Nintendo already operates a similar scheme for Game Boy and SNES titles, but the Bandai equivalent will use carts based on either the Smart Media cards used in digital cameras, Sony's Memory Stick technology or possibly even the SD-Card adaptor, as featured on Gamecube.



The WonderSwan Color can also be connected to a robotic insect called the WonderBorg. We'll try to get our hands on one as soon as possible.

DIRTY DOZEN



Bionic Commando is hardly the most violent Game Boy game we can think of.

Unless you count the occasional anti-Pokémon tirade from right-wing American preachers, Game Boy is generally regarded as a fairly safe pastime for children. But now The Lion & Lamb Project, a US-based parents' group, has listed an unlikely total of *three* Game Boy titles in its 'Dirty Dozen' list of the year's most violent and offensive toys.

Turok 3 and *Metal Gear Solid* are both condemned for being unrated versions of Mature-rated N64 and PlayStation games, while *Bionic Commando* makes the list of shame thanks to its kill-crazy sniper mode. The problem, according to The Lion & Lamb Project, isn't so much the graphical content of the games (which, let's face it, leaves plenty to the imagination on the Game Boy's screen) but the fact that many Game Boy owners are very young and shouldn't be exposed to that sort of thing.

The group does seem to have a particular problem with *Turok* though, listing a Primagen action figure among this year's other miscreants. Indeed, last year's Dirty Dozen included the Game Boy version of *Turok 2*, along with the dire handheld *Mortal Kombat 4* and – bizarrely – the cartoon knockabout *Super Smash Bros* on N64.

None of the group members' offspring are likely to be receiving water pistols or Nerf guns in the near future, which is probably quite sensible given that they might get shot by the police if they played with the weapons in the school playground, but will *Metal Gear Solid*, one of the best Game Boy carts around, encourage them to employ stealth killing and espionage techniques? Better get your copy in before somebody bans it.



Maybe this is how the psychos and nutcases of the future will learn their evil trade.



Platform action is okay. Sniper modes are not.

FRANKENSTEIN'S HANDHELD



Wow! If only somebody had thought of this back in 1980.

As if Game Boy doesn't have enough to worry about right now, what with the success of the WonderSwan Color, the impending Gamepark GP32 and the looming threat of a future Microsoft handheld... Now electronics enthusiasts are breaking out their soldering irons and joining the mobile gaming renaissance.

The Atari VCSp is Benjamin J Heckendorn's pet project – a self-contained games console made from the guts of an early '80s Atari VCS machine. Odd as it might sound, the VCSp actually works, with the chunky Atari carts poking out of the top to form a handy sun screen.

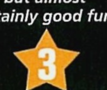
As it's a one-off design, maybe Nintendo needn't worry too much. Ben's next project is a smaller, more portable version barely larger than a Game Boy. When that's finished, you might just see the original VCSp crop up in an eBay auction, no doubt for an enormous sum. For more details, check out www.classicgaming.com/vcsp



YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	*Well worth a look, this is an excellent title.*	*Some problems, but almost certainly good fun.*	*Flawed. Probably not worth bothering with.*	*Utterly lamentable. Avoid like the plague.*




Pokémon Gold &

From: Nintendo **Price:** $30 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now (US)

BRAND NEW GEAR

Map

The Pokégear contains a useful map, plus a mobile phone which you can use to call various people you meet along the way.

GOLDENROD CITY
JOHTO



Monsters

Not only is your redesigned Pokédex nicer to look at, it now provides you with more information about your various monsters' abilities.

Filing

Because there are so many Pokémon to keep track of, you can now handily arrange the list of monsters in normal, reverse or alphabetical order.

OPTION
▶NEW POKéDEX MODE
OLD POKéDEX MODE
A to Z MODE
PkMn are listed ... evolution type.

WOOPER
WATER FISH
HT 1′04″
WT 19.0lb
No. 194
This POKéMON lives in cold water. It will leave the



Mystery egg time. What in the world could it be?

Here's Mark's favourite new monster. But the old name, 'Upii', was better.

Although it has been little more than a year since *Pokémon* came to the UK, it's already hard to imagine a time when Game Boys were used for anything other than collecting and swapping monsters. And what we've got now is a pair of games which threaten to make the original *Pokémon* titles, which are still Nintendo's biggest hits in the all-formats chart, look like small fry.

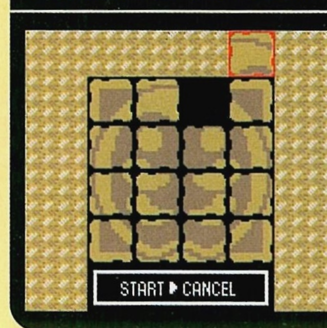
Pokémon Gold and *Silver* are the first full sequels in the series, with a completely new island to explore, new abilities, more monsters and much more to see and do. While the basic structure is the same as before, everything else has changed, and the island buzzes with activity. The cities are filled with bonus areas, so you'll have to spend at least twice as long exploring and puzzling as you did in *Red* and *Blue*.

The first thing you'll notice is the real-time clock which you set when you start your first game. Not only do certain monsters only come out after dark (at 6pm), but events during the game happen on preset days. In order to keep appointments or go to special events, you have to play the game on the right day, at the right time. It's not as complicated as *Majora's Mask*, thankfully, because the same things tend to happen every Monday, Tuesday, Wednesday etc, but you'll need to keep your Game Boy handy wherever you go.

We rescued this Slowpoke – Team Rocket was going to de-tail it!



BONUS GAMES



You'll encounter more of these in the first few hours than in the whole of *Red* or *Blue*. There are puzzles, minigames and sub-quests to find, some of which need to be completed in order to get essential items for later in the game.

Here's the solution to the first sliding-block puzzle. Easy!

There's a brand new Game Corner to find, courtesy of Team Rocket.



IMPORT

Silver



Brandon and son have plainly bought into the Pokémon merchandising machine. That T-shirt is cool, but the little Pikachu outfit is even smarter.

THE QUEST

As before, there are eight gym leaders to fight and eight badges to win. Beaten gym leaders also give you TMs and HMs to power up your Pokémon, and while the first three or four are very easy to beat, you'll need all of your fighting skills to defeat the later bosses and finish the game.

Cute monsters are the popular choice here.

VIOLET POKéMON GYM
leader!

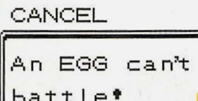
Use an Unown in the early gyms. It opens untold cans of whup-ass.

The game's lengthy development time has certainly paid off, because it's extremely user-friendly. You no longer have to open a menu to choose a Pokémon to cut down a tree, for example – things like that happen automatically. There's also a very handy mobile phone for getting hints from other characters, so you're unlikely to get stuck.

Even the trading system has been revised. The ID number of every trainer you swap or battle with is stored in the cart for use as lottery numbers later on, plus all your trusty monsters from the original titles can be imported and swapped. The scope of the game is simply huge – anyone who spent days at a time lost in *Red* and *Blue* will be amazed at just how many more brilliant touches Nintendo have added to the Pokémon world.

It's bigger, better and nicer looking than before, and almost completely free from minor faults. We could have done without being attacked every couple of steps when we just wanted to walk from one area to another (why didn't they add a permanent Repel option?), but because most of the monsters that pop up are brand new ones it's not really all that annoying.

Every active Game Boy owner will want a copy of *Gold* or *Silver*, and rightly so. The games are due to be released over here next Easter, but if you want a head start collecting those 100 new monsters, you can play it right now by getting hold of an American import. Believe us, you won't be disappointed.





You need to take the tour at the start to get the map.



Instead of Safari Zone, there's a park filled with monsters.

MOTHER NURTURE

When you find an egg, try to avoid the temptation to fry it up. Keep it in your pocket for warmth and after a short time you'll get a pleasant surprise.

1 There's no way of telling which monster an egg is going to hatch into, but you can be sure it's going to be cute. We got this one on the right here as a present.

EGG



IDNo. ?????
OT/?????

It moves around
inside sometimes.
It must be close
to hatching.

SPINARAK 0/ 17 FNT :L4
HOOTHOOT 0/ 21 FNT :L5
CHIKORITA 33/ 33 :L12
UNOWN 35/ 35 :L12
EGG
CANCEL

An EGG can't
battle!

2 The egg needs to stay in your party if it's going to hatch, which means you'll only be able to carry five fighting monsters.

3 Eventually a baby Pokémon will emerge. This little fella is Togepi, the best known of the new batch of monsters. There are others for you to find, too.



EPI came
of its EGG!

MAGNEMITE
:L7



TOGEPI
used CHARM!

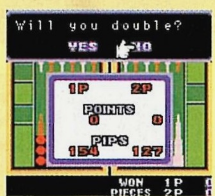
4 The kindest thing we can say about Togepi is that it's just a little bit limited in battle. Throwing love hearts doesn't win fights.

Backgammon

From: JVC **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Backgammon's been around for quite some time now: the ancient Greeks played it, the Romans were fond of the odd tournament, and now there's even a version for your Game Boy Color. If you're a fan, then this is great.

If you haven't played it before, Backgammon is basically about getting your set of pieces from one side of the board to the other before your opponent does. And that's about it. You'll probably want to head straight for the Tournament Mode, where you'll face a series of players – of various ages and nationalities – with pre-set difficulty levels. To progress onto the next opponent – and to earn the level password – you need to defeat your challenger by winning a certain number of points. If you fancy a gamble, there's the option to 'declare a double' and multiply your potential points tally by up to 64.



You don't have to gamble, but it certainly spices things up.



Win enough points and you'll progress to the next level.

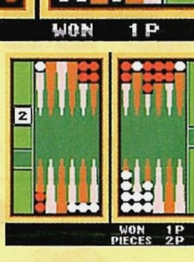
Visually, it's all pretty basic. As you'd expect, there's a green board and red and white counters, and you also get a small pointer that shows you your possible moves. Control is simple: you direct a little white begloved hand around the board and use A to drop and pick-up pieces.

Our only gripe is that it can be a bit slow. At times the computer opponent seems to take an age before making a move – particularly after throwing a double – which leaves you sat there twiddling your thumbs. And there's an annoying message that pops up after you take *every* go, asking if you're sure about it. Oh, and you can't save the game mid-tournament, which is a pain, particularly as you reach the tougher opponents.

But with three other modes, including a two-player option, we can think of far worse ways to while away those cold January evenings.



She's a suspicious one...



That '2' shows double points at stake.



Tom & Jerry in Mouse Attacks

From: Ubi Soft **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

Win the minigame behind that door and you'll be rewarded with three brollies.

A simple, sliding puzzle game. You can do it in fewer than six moves.

So, another scrolling 2D platformer. This time with a Warner Bros, rather than a Disney license. And – surprise, surprise – it's a bit disappointing. Which is a shame.

Tom has kidnapped five of Jerry's best friends, and freeing them involves completing each of the game's five levels. There are different items to collect each time – musical notes, anyone? – and collecting enough allows access to a variety of minigames. Win one – and they're hardly taxing – and you'll get your hands on an item essential for completing the level, such as a bomb to blow up obstacles.

The problem is, it's so damn unforgiving. You'll find yourself having to retread pretty much the whole tedious level after making just *one* wrong move. The end-of-level bosses are particularly frustrating – we cried real tears when we realised that we needed to complete the whole level again after the boss simply refused to die because of some appalling collision detection.

It all looks very nice: Jerry is particularly cute sliding, fireman-style, down poles; if you leave him standing doing nothing, he puts his hands on his hips and taps his foot, *Mario*-style; and there's a selection of FMV sequences lifted straight from the show. But don't be fooled – there are far, far better ways to spend your Christmas money from Auntie Maud. Avoid.

2



You need to collect another four cakes before you can get in here. Joy.



The pie-throwing minigame. Not hard.

Mario Tennis

From: Nintendo Price: £25 Save: On-cart Link-up: Yes Colour: Only Out: February 3rd

Before we'd even ripped the plastic off this, we knew it was going to be great. And we were right: the Game Boy incarnation of the N64 classic is a monster.

Nintendo have scored several successes in the past in this area, ranging from the SNES *Super Tennis* to the GB conversion of the equally excellent N64 sports sim *Mario Golf*. And, lo and behold, they've done it all over again. The simple, yet refined, mechanics of the engine fit neatly onto such a diddy cart and, somehow, there's even enough room for a sprawling RPG element. Impressive stuff.

If you're familiar with N64 *Mario Tennis* you can instantly play like a pro on its younger brother. Sure, you don't move quite as quickly, it lacks analogue precision and the whole experience is somewhat more geared towards *strategic* racket play, but the similarity is nonetheless remarkable.

And there's more. In a very similar way to *Mario Golf*, instead of entering separate challenges from a menu, you troll round a clubhouse, cafe and set of courts, facing off against all manner of trials. Some of the minigames you encounter are damnably tricky. Take for example the Game Boy equivalent of the Piranha Challenge: an automated ball-chucker chucks balls (yup) at you, which you have to return to a specified area in the court with the type of shot it asks for. Not very easy.

To aid you in your quest you can upgrade your racket and shoes, and gain experience points to make yourself stronger and faster. You'll build up friendships, foster rivalries and talk a whole load of jive with some crazy mothers, Nintendo-style.

One of the main benefits of this highly pleasing RPG-cum-sports sim is its link-up with the N64 version via the Transfer Pak. Marry the two and you get to unlock four spanking new characters for the N64. What's more, you can build up experience points for your chosen player in the Game Boy version by pitting him or her against their N64 rivals. Add to that the superb link-up matches and you have a pretty good reason for finding a friend.

Proof yet again, as if it were needed, that there is a God and he works for Nintendo.

5

There's no place like home, eh, kids?

Hit the star with your return shot. Not easy.

NOW IN 3D!



1 Let's link the GBC and N64 versions together, eh? Looks like the new boys are All-Rounders.

2 Time to take on the plumber brothers in a doubles match. Oh. So early on in their career, our boys are terrible.

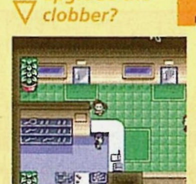


3 The younger fella's better than his spiky-haired cohort, so we rack up some experience points playing together…



4 …and then use them in the GB version to get even better! Just like the link-up in Mario Golf, this is superb.

Oh, Lordy. It's all going to kick off now… Time to upgrade the clobber?





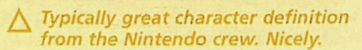


The cafe has scores of folk to natter with.

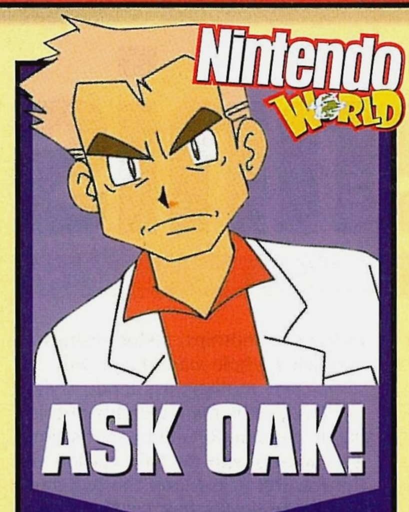
A tricky bit of two-on-one, eh? This is particularly enjoyable. Wario, Waluigi and Bowser are superb.

See that blue trail? Just like the N64 version. Sweet.





Typically great character definition from the Nintendo crew. Nicely.



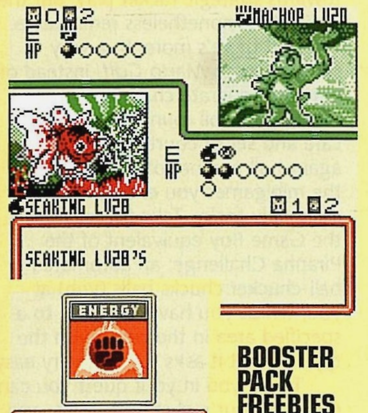
Pokémon Trading Card Game

"*Gold* and *Silver* won't officially be here until April, but it seems that plenty of trainers have import copies, so here's some more help."

Helen Webster, Gloucester: In *Silver*, I can't get into the Executives' room in Team Rocket HQ. I think you need passwords, but I've checked all round the place and there aren't any. There doesn't seem to be a secret way in either. Help!
Prof. Oak: First of all, watch out for the traps on the ground floor like the Persian statue and the fake floor. You can go the long way to avoid some of these. Go to the computer and activate it to switch off the statues. To get the passwords, you need to beat two specific Rockets. One is near the set of computers, and the other is near the bookcases. Defeat the Giovanni-type person and examine the Murkrow to complete the password.

Merlin Davies, Coventry: I'm thinking about buying *Gold* on import from America, but I don't know which monsters you can get in each game. Could you explain it to me, please?
Prof. Oak: Glad to, Merlin. These only appear in *Gold*: Mankey, Primeape, Growlithe, Arcanine, Spinarak, Ariados, Gligar, Teddiursa, Ursaring and Mantine. If you pick *Silver*, you'll meet Vulpix, Ninetales, Meowth, Persian, Ledyba, Ledian, Delibird, Skarmory, Phanpy and Donphan. However, Celebi is absent from both versions, and you'll need to use the Time Capsule to catch the following: Bulbasaur, Ivysaur, Venusaur, Charmander, Charmeleon, Charizard, Squirtle, Wartortle, Blastoise, Articuno, Zapdos, Moltres, Omanyte, Omastar, Kabuto, Kabutops, Mewtwo and Mew. Hope that clears things up for you.

Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

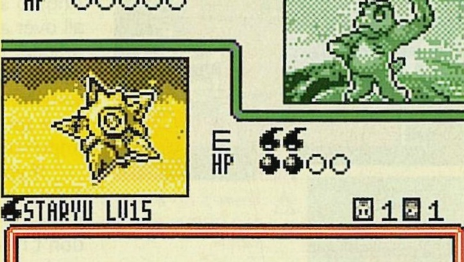


BOOSTER PACK FREEBIES
In one of the gyms, head over to a computer. On the menu that has Japanese text with numbers next to each item, select any of those items to get a booster pack every time.

GET A PROMO LV.9 SLOWPOKE
Create a deck containing 59 of your Energy cards and one basic Pokémon. Select this as your duelling deck. Now go to the Fire Club and talk to the boy there. When he asks, give him all your unused Energy cards. He'll give you a Slowpoke. Nicely!

ENDLESS ENERGY CARD SUPPLY
Lacking Energy cards? This should help you out. Head back to Dr. Ooyama's lab. Once there, fight Mikasa. You'll get two boosters full of Energy cards when you beat him. Handily, you can repeat this trick as often as you like…





GB Action Replay codes

Whoever sends us the best Game Boy tip or code each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

Tomb Raider

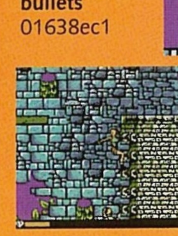
Infinite health
01ff89c1

Infinite oxygen
01ff8ac1

Have heavy bullets
01638ec1

Have rapid bullets
01638dc1

Have large health packs
0163acc1





Have small health packs
0163adc1

Have door keys
0163aec1

Have panel pieces
0163afc1

Have dynamite
0163b0c1

Have Snake Key
0163b1c1

Have yellow/red/blue handle
01ffb6c1

Have red and blue diamond
0163b2c1

Have gold bars
0163b3c1

Have Iris
0163b4c1

Have Snake Eye, Nightmare Stone, and Orb
01ffb5c1

Have staff segments
0163b7c1; 01ffb8c1

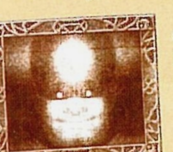
Game Boy Gallery

Like Tony Hart's one, but with fangs.



Eight bits, but a lot of bite. That's one way to describe the world's most popular games machine. And while the comparatively restricted capabilities of the handheld might instill fear in developers who can't think beyond flashy graphics, the diminutive fun-machine inspires creativity in others. Want proof of the latter? Look no further than our Gallery…

We've got a lovely bunch of coconuts this month, certainly. Our winner, veteran Game Boy snapper Ruben Larsen, is expected to be exhibiting a retrospective shortly at the Tate Modern. Actually, hold on, that's not a bad idea…



Another shot to gain rapturous applause in the office came from Australia's Griffin Leadabrand. He's managed to capture the essence of the world-famous plumber and fused it with his own. The result reminds us either of a barbershop quartet or one of the prancing loons from *Zelda*. Hard to say. Keep 'em coming. The more the merrier.

Send us your freaks

In association with



Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

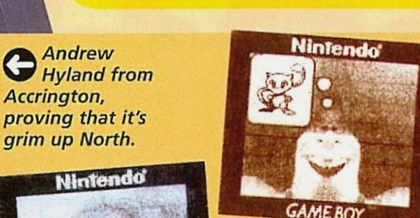
Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



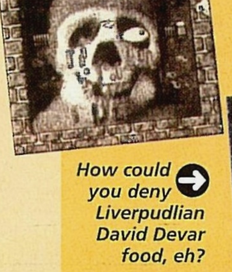


EVERY MONTH – ONLY WITHIN THE PAGES OF N64

WINNER!

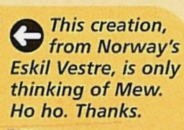


The peerless Norwegian Ruben Larsen is up to his old tricks again here, combining some mirrored images with just a little touching-up to produce his own private vision of hell. Happy new year, Ruben!

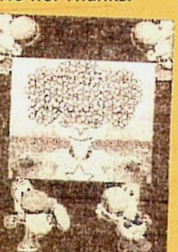


Andrew Hyland from Accrington, proving that it's grim up North.

How could you deny Liverpudlian David Devar food, eh?



This creation, from Norway's Eskil Vestre, is only thinking of Mew. Ho ho. Thanks.



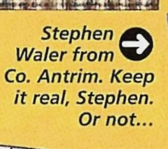
Matthew Acland from Spalding. Like Mother Brain…



"It's-a me, Griffin Leadabrand from Perth, Australia!"

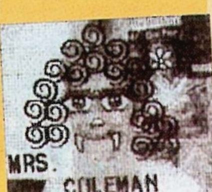


Italy's Iori Alessandro has happy times with his bunny.



Stephen Waler from Co. Antrim. Keep it real, Stephen. Or not…

Ellwyn Male is clearly in love with his teacher, Mrs Coleman. Ah, bless him.





Then, one morning, mild-mannered Mark Kent from Pinner suddenly went 110% insane.



This is from Suffolk's 'Master Artist', Kevin Seeney. Crazy teeth, crazy eyes, crazy in general, really.

Norwich's Neil Emmett does a Warhol tribute with his cat 'Morrison'. Aw.

So do we, Karl Everett from Kent, so do we. D'you know what they say? Ah, neither do we.





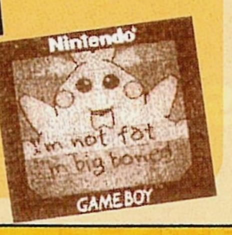
Scott Else's dad hails from Sutton. And his uncle from an Alabama trailer park, no doubt.



It's hard not to be persuaded by Daniel McFarline from Omagh's chat-up lines. You old devil, you.

Wales' James Baty maintains this was once a teddy. How green was my valley…

Wise words courtesy of Bristol's Will Havercroft. It's not easy being a freak, you know.



THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

TIGGER'S HONEY HUNT

Winnie the Pooh and friends spring to life on your N64, courtesy of Ubi Soft. So, is *Tigger's* a wonderful thing?

GO TO PAGE 38



RUGRATS IN PARIS



We grab an Eiffel of another cartoony cart.

GO TO PAGE 41



The games they're playing in America and Japan.

SIN AND PUNISHMENT

Spectacular shooting that's one part *Lylat Wars*, one part *Jet Force Gemini*.





SPIDER-MAN

Peter Parker teaches *Superman* a thing or two.

GO TO PAGE 46



NFL BLITZ 2001

Eighteen! Fifty-one! Forty-five! Or some other score.

GO TO PAGE 48



SCOOBY DOO

Down a Scooby Snack and go bust some crimes.

GO TO PAGE 50

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ Amazing levels.
− Appalling music.

If you like this...
Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.



9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT
90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

*The brilliant Sin and Punishment got us all in the mood for some frenetic anime-style blasting. But you should never put guns in the hands of Team **64**...*



ANDREA BALL
Juggling barrels without even looking, Andrea finally confirmed that she has got eyes in the back of her head.
GAME OF THE MONTH
Sin and Punishment.



JUD WEBB
Just as he was aiming, Jud was distracted by a passing Alfa Romeo Spider. It's now a glob of molten metal.
GAME OF THE MONTH
Spider-man



MARK GREEN
"That's three mosquitoes downed so far," blubbed Mark. "Poor widdle insects. Why must I kill?"
GAME OF THE MONTH
Sin and Punishment



DARK MARK
Dark Mark adopted John Woo's twin-gun style, but it was his evil scowl that finished off the fighter planes.
GAME OF THE MONTH
Rugrats in Paris



GERAINT EVANS
Geraint's prowess with a gun was particularly unnerving. And look at that grin! Dark Mark should watch his back.
GAME OF THE MONTH
Honey Hunt



PAUL EDWARDS
As his hovering platform surfed over the waves, Paul felt right at home. Until a searing laser bolt took his head off.
GAME OF THE MONTH
Spider-man



ALAN MADDRELL
As Alan found out, toilet breaks shouldn't be taken during chopper attacks. Or when there's a camera pointing at you.
GAME OF THE MONTH
Spider-man



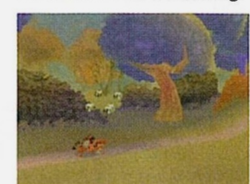
STEVE JALIM
"With this Pokémon welly, I'll give those alien hordes the boot in no time!" cried Steve. How we laughed.
GAME OF THE MONTH
Sin and Punishment

WOOPER
After his awful name change for the US Pokémon Gold/Silver, Wooper ended it all. Courtesy of a great big crab.
GAME OF THE MONTH
Scooby Doo

PREVIOUSLY IN N64

This is the first – and hopefully the last – time we've covered *Tigger's Honey Hunt*.

FINISH IT!
While playing *Honey Hunt*, you'll never shake that feeling that you're playing an unfinished game. The enemies are remarkably scarce, there's a couple of invisible walls which hinder your progress, and there are a multitude of jumps which require pixel-perfect co-ordination. If this is meant to be for kids then someone out there needs a battering.





◁ As usual, the bear in the red jacket is stuffing his face with honey. No wonder he hasn't enough for his party.

△ This is about as 'exciting' as the screen gets.

Sadly, these scenes have no voice-over. ▽

The **N64** crew sighing at another shoddy game, that's what! ▷

◁ Oooh, an enemy! Take a good look folks, because they're pretty rare.

△ These map screens are rather nicely presented. Shame the game's not consistent.

TIGGER'S HONEY HUNT

Another 2D Disney platformer – disguised in Pooh clothing.



INFO BURST

TIGGER'S HONEY HUNT	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

It's the year 2001. By now we're supposed to be enlightened, galactic space-babies with a penchant for interplanetary exploration. Instead, if we're to believe some developers, we're just dumb and gullible bald apes, more than happy to re-play the same tedious software over and *over* again.

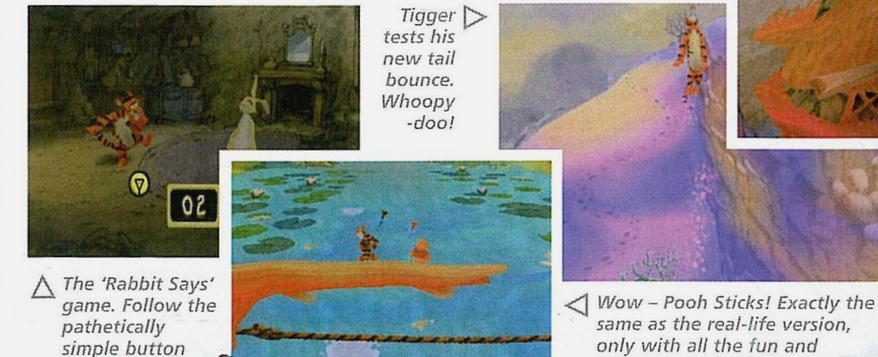
If you hadn't guessed already, *Tigger's Honey Hunt* is another platformer. Only this time, the developers have successfully managed to suck *all* the fun out of it – there's absolutely *nothing* in here to get your juices going. Unlike Ubi Soft's last outing, *Donald Duck: Quack Attack* (**N64**/49, 69%) which at least had a couple of bells and whistles, absolutely no effort has been put into doing anything different here. Your task – should you be stupid enough to accept it – is to collect enough 'hunny' for Pooh's party. In addition, each level presents you with the dubious pleasure of finding an item belonging to one of the characters – Eeyore's lost tail for example. The trouble is, though, while the 'hunny' collecting alone is enough to have you dribbling onto your shirt, the side-quests serve only to drive you to insanity as you're forced to trudge, once again, across the utterly bland landscape.

VISUALS *The backgrounds are dull and unimpressive, with very little detail...*

Graphically speaking, Disney platformers are normally quite a treat, but not even *Honey Hunt*'s visuals can save it from mediocrity. If *Quack Attack* were a genuine, sugar-coated, Disney delicacy, then *Honey Hunt* would be an overly diluted lemon drink. The backgrounds are dull and unimpressive, with very little detail, and while they are reminiscent of the old books, the pastey backboards and equally washed-out 3D tree stumps and rock formations certainly

POOH STINCKS!

Honey Hunt 'treats' you to quite possibly the *worst*, most banal minigames in the history of gaming. Take Rabbit Says, for instance, which is a dull Simon Says rip-off, or the imaginatively named Paper, Scissors, Stone. Genius. Your reward for successfully outdoing the challenger is a new 'move' for Tigger, and hopelessly split sides...



Tigger tests his new tail bounce. Whoopy-doo!

The flappy-armed flying trick lets Tigger cross big chasms.

He won't be so chuffed when he finds out how lame the move is.

The 'Rabbit Says' game. Follow the pathetically simple button commands to win a new move.

Wow – Pooh Sticks! Exactly the same as the real-life version, only with all the fun and challenge sucked out. How lucky we are!

Tiggerrrifffic! Thanks long ears!

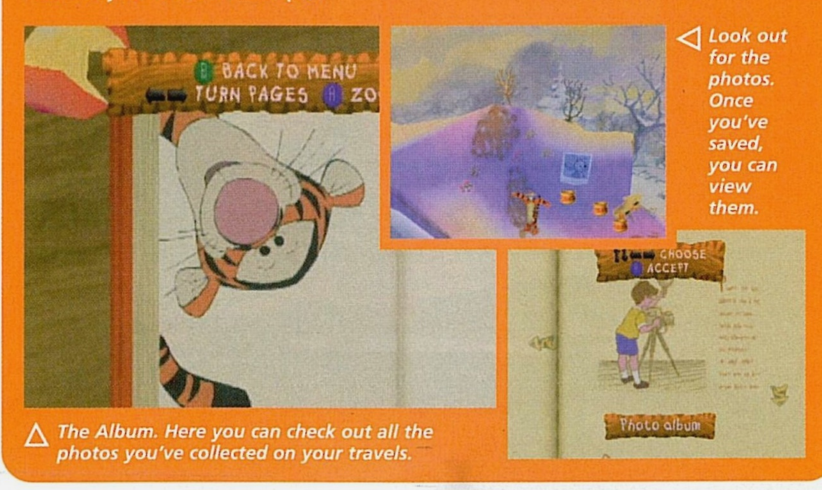
Why hullo Rabbit!

Arrows point to secret areas. So, where's the 'secret' then?

These enemies are so slow that they're just a complete waste of time.

PHOTO PHOLLY

As an (ahem) added incentive to keep playing *Honey Hunt*, there are a number of photos that can be collected from each level. Once you've found them, they're saved into your photo album on the main menu screen, so that you can view them at your leisure. Whoopee!



Look out for the photos. Once you've saved, you can view them.

The Album. Here you can check out all the photos you've collected on your travels.

don't make for exciting viewing. Even Disney themselves have long since abandoned the pastel-shaded tradition – probably for precisely that reason.

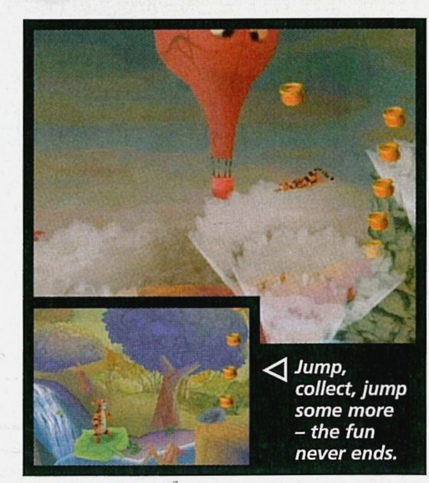
LIFESPAN ***...the 'hunny' collecting alone is enough to have you dribbling onto your shirt...***

The nine stages are incredibly sparsely furnished and you can pretty much count on one hand the number of enemies you encounter. There aren't even any voices for the cut-scenes. Which leaves us with something that looks, and plays, as if it's still half way through development.

You could certainly argue that *Tigger's Honey Hunt* is aimed at a younger audience – and we suppose smaller kids may derive *some* enjoyment from the game – but that just makes the poor quality seem all the more criminal. Just because they're young, it doesn't mean they need to be patronised.

With so many better games out there to choose from, even titles aimed at the very young – *Quack Attack* and *Kirby 64* spring to mind – there is really *no* need at all for you to be aware that this travesty even exists.

GERAINT EVANS



Jump, collect, jump some more – the fun never ends.

pluses & minuses

+
- Good character animation.
- Nice intro screens.

–
- D-u-l-l, dull.
- So easy it hurts.
- Empty levels.
- Painfully unoriginal.
- No real voice acting.

If you like this...

Donald Duck: Quack Attack
Ubi Soft
N64/49, 69%
A beautiful and well-executed Disney platformer that's perfect for little 'uns without being complete pap.



7 VISUALS
Disappointing. Lacking in vibrancy and detail.

6 SOUNDS
Irritating bounce sounds and a lack of voice actors. Lame.

4 MASTERY
Awful. Your N64 is capable of so much more.

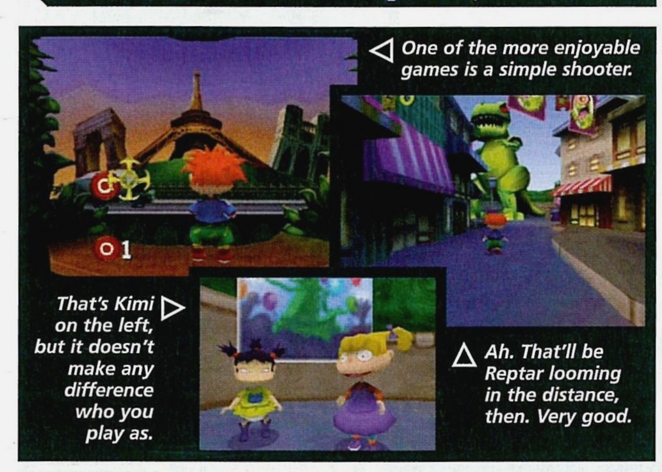
4 LIFESPAN
Taxing for the lobotomised. Over in a matter of hours for the rest of us.

VERDICT
Another hurried Disney-based title, rushed out for those who don't know any better.




Can't wait?
DAILY RADAR .CO.UK
www.dailyradar.co.uk
Computer and video games, DVD and movie news, as it happens.

PREVIOUSLY IN N64 We tottered around EuroReptarLand in **N64**/49.



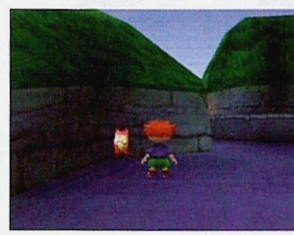
One of the more enjoyable games is a simple shooter.

That's Kimi on the left, but it doesn't make any difference who you play as.

Ah. That'll be Reptar looming in the distance, then. Very good.

THAT'S THE TICKET

Apart from the minigames, as you potter about the theme park you can collect the red tickets which are dotted about like stray crisp packets. What's the point, you may ask. Well, take a healthy collection to the shop and you can stock up on a number of goodies and trinkets. True, these don't really serve a purpose, but it'll keep younger players occupied for yonks.



That's a red 'un, then. Most are better hidden than this.



Save up loads to buy a frog to give to another character.

RUGRATS IN PARIS

Babbling babbers in the land of onions.

Avid readers of our previews section will probably have been following this one with a sense of mild trepidation. After all, it's another kids' TV license, and it's due for release at the same time as the new Rugrats film of the same name. Surprisingly though, this isn't that bad.

The game consists of a slew of simplistic minigames held together by the gosh-darn loveability of the nappied wonders. You get to play as one of the brats – including Lil, Phil and the evil Anjelica – and, like in the film, there's also an all-new character called Kimi.

Story-wise, kiddies' favourite Reptar has gone barmy, and it's your task to collect enough gold tickets to buy the Reptar Helmet, allowing you to talk the crazed toy down. And you acquire said golden tickets not by eating Wonka's chocolate, but by winning minigames like Toss Your Cookies – we kid you not – and Reptar Bumper Cars. These vary from the simple and engaging, such as the mole-bash-style Whack-a-Ninja game, to the numbingly tedious Start The Music, where you whizz about some caves, bumping into a series of hard-to-find creatures within a time limit. The content is a bit patchy, but there are some nice little time-wasters here to entertain both young and old.

We were disappointed to discover that the multiplayer, despite requiring four controllers, only allows alternating play. This makes events like the Reptar Bumper Cars only mildly diverting, rather than a truly enjoyable romp in the fashion of a scaled-down *Mario Kart* battle. Another niggling point is the control system. Rather than going for a *Zelda*-esque style of play, you have to slooowly turn round in order to change direction. In general exploration and minigames such as the golf one, this can be seriously tiresome and sluggish.

Bit of a mixed bag, then. This is very much aimed at those still mastering the art of joined-up writing. Which is almost a shame, since the Rugrats have a wider appeal than perhaps they're being credited with. But if you, or a younger sibling, is a drooling fan of Chuckie and co, you could do considerably worse than snaffling a copy of this and amassing a collection of tickets red and gold.

ALAN MADDRELL

Bowling's a top smash with the kids, is it?

Whack that one! Whack it now! We like this bit.



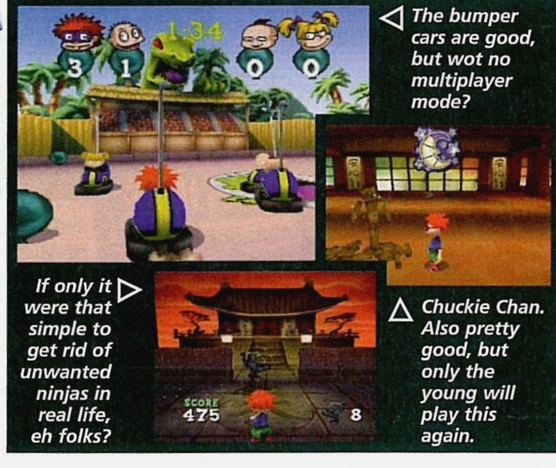
INFO BURST

RUGRATS IN PARIS: THE MOVIE	
FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

COST: £40

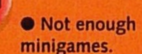


The bumper cars are good, but wot no multiplayer mode?

Chuckie Chan. Also pretty good, but only the young will play this again.

If only it were that simple to get rid of unwanted ninjas in real life, eh folks?

pluses & minuses



+
- Cute as kittens.
- Simple enough for tots.
- Quite pretty.

−
- Not enough minigames.
- Really is only for pre-teens.
- No true multiplayer.

If you like this...

Rugrats Treasure Hunt
THQ
N64/33, 48%
The kids star in a set of minigames. So bad we wince remembering it.



6 VISUALS
Pretty but flat, which is in keeping with the cartoons.

7 SOUNDS
The kiddies burble away happily. The real voice actors have lent their talents.

6 MASTERY
Not exactly causing the N64 to burst at the seams, but not too bad.

5 LIFESPAN
Exploring will take a while, but there should have been more minigames than this.

VERDICT
Mario Party with a third-person twist and noticeably fewer games. It'll provide a few hours of top entertainment for your eight-year-old sibling.



67%



The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.



PREVIOUSLY IN N64 Just after Nintendo announced *Sin and Punishment*, we Future Looked it in **N64**/47.



△ *Once you've got the aiming sorted, the side-scrolling sections are mint.*

Take care – big bangs can gorge on Saki's health. ▽

△ *Experiment with your lasers – whole chunks of that battleship can be blown to smithereens.*

▽ *The first level, and two colossal snakes are causing Saki trouble. Shoot!*

△ *Just slam on the brakes and they fly right by...*

There isn't much room to move in the train, leading to tough battles. ▷

SIN AND PUNISHM

This Sin's original – and deadly.



INFO BURST

SIN AND PUNISHMENT	
FROM:	*Nintendo/Treasure*
CART SIZE:	*256Mbit*
HOW MANY PLAYERS:	*1/2*
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

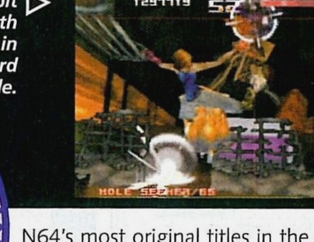
COST: ¥6,800 (approx £43)

Nintendo are always full of surprises. But when *Sin and Punishment* was revealed for the first time at the Spaceworld show in August – 100% complete – it was a bigger shock than most.

Rather than The Big N's big secret being a platformer, kart racer or other Nintendo speciality, it was a *shoot-'em-up* – a game type that the N64's traditionally been starved of since *Lylat Wars* arrived more than three years ago. The story took an even more welcome turn when it was revealed that *Sin and Punishment* had been coded by Treasure, a quiet development team who've given us two of the N64's most original titles in the shape of *Mischief Makers* and the import-only *Bangaio*.

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.
v3 only

Every bit of health counts in Hard mode. ▷



But there's a problem. Both of Treasure's earlier games were resolutely 2D in nature. For *Sin and Punishment*, they've enlisted NTSC – the folk behind last year's supercharged *Ridge Racer* – to help them make the move to 3D. But can they pull it off? Find out over the page...

THEY GET AROUND

You control one of three siblings – Saki, Airan or Achi – throughout *S and P*. The screen, though, is totally *out* of control.

Forward

Progress is usually at a fixed speed when you're running into the screen – but there's the occasional section where a set of enemies will need sending to their graves before you're allowed to move on.



Sideways

They're few and far between, but *Sin and Punishment*'s side-scrolling segments are suitably frenetic, and call for some faultless aiming to deal with the pesky enemies lurking in the background.



All around

Similar to the 'into the screen' bits, these parts take place on flying platforms that dive, climb and loop-the-loop for some truly breathtaking mid-air madness. Fantastic stuff.



Frozen

The boss encounters often use a unique style and camera angle. The one-on-one swordfight at the end of the fourth level, for example, is a simple button-hammering contest with a close-up view.





Those red bonus targets always appear at the trickiest moments.

S and P *isn't a game for arachnophobes.*

Fairly drab colours are the order of the day in S and P *– until the explosions kick off.*

You'll need at least 15 fingers to deal with the bosses.

Yes, you can shoot cats in this game. There's obviously no RSPCA in the year 2007.

ENT

N64 MAGAZINE STAR GAME

FAKE FIGHTS

Every game worth its salt has a hologram-based training mode these days. *Sin and Punishment*'s is a separate level in its own right, decorated in moody purple, with around five whole minutes of shooting, dodging, jumping and – for its grand finale – lasering a great big purple face to bits. Inexplicably, the grizzly monsters that decorated the original *Space Invaders* coin-op cabinet put in an appearance, too. Your score, accuracy and number of hits pop up on screen at the end of it all, and it's easy to find yourself spending many an hour in the holosuite, attempting to top your best training performance.





The camera often swings around to catch the next set of targets.

Insect-like baddies are ten-a-penny in this game.

Yep, this bit is as difficult as it looks.

GO! GO!



HIT ME ONE MORE TIME
In *Sin and Punishment*, it's easy to rack up scores in the tens of millions, but Treasure have included some clever ways of earning bonus points, such as shooting at shields, trees, stone pillars and traffic cones, plus – our favourite – using your laser to juggle with barrels. It's just a shame that the game doesn't record your best score for each level.

SEA OF DREAMS

Saki, her weapons, and something akin to a mechanical flying carpet combine for *S and P*'s most thrilling level.



***1** It begins with Saki diving seawards as squadrons of fighter planes dart around her, spitting bullets.*

***2** As you approach a group of battleships, turrets pump out missiles – which you can swat back with your sword.*



***3** After this colossal helicopter lifts off, you need to leap over its laser streams while dealing damage.*



***4** Now the insect-like Ruffians launch their own attack. Your sword will see off their leader.*



***5** You're now upside-down as gun turrets on the gargantuan battleships send deadly fireworks your way.*

***6** The heavy reinforce-ments arrive in the shape of this trio of robots. The two on either side are easily killed…*



***7** …leaving you with this near-indestructible automaton. Sidestep the grenades, leap over the bombs, and don't stop shooting.*

***8** With the robots out of the way, it's time for you to skim the sea's surface as a boat squadron attacks. And there's plenty more mayhem to come…*

It's far from the first game to make us curse out loud. But *Sin and Punishment* is so hard, so brutally unforgiving, that three N64 swear boxes have already burst apart thanks to the sheer amount of 10p pieces we've had to stuff inside them.

However, no matter how red our tear-stained faces, or how calloused our hands after repeatedly punching the joypad in frustration, we haven't stopped playing. Because in *Sin and Punishment*, Treasure – the talented folk behind retro-style shooter *Bangaio* – have brought us a game as utterly compulsive as it is frenetic, blisteringly-paced and downright gobsmacking. There's simply nothing else like it on the N64 – even *Lylat Wars* can't boast action quite as giddying as you'll be treated to at every turn in this frantic blaster.

Press Start and you're dropped *straight* into the action. No cut-scenes, no level names – you're handed immediate control of Saki, one of the game's three heroes, as she scampers through a golden cornfield below a sky swarming with skittering insect-like aliens. For the most part, *Sin and Punishment* works like *Jet Force Gemini*, with the camera stuck behind you and sights that whizz around the screen courtesy of the analogue – but you're forced towards the horizon at a fixed speed, à la *Lylat Wars*, and plunged into wave after wave of bloodthirsty enemies.

At first, then, *Sin and Punishment* is little more than a nightmarish test of reactions. You'll simply keep Z firmly pressed for a constant stream of gunfire, and swing the sights to catch the hordes of mile-wide metallic worms, shielded police officers, rocket-spitting gun turrets and screaming fighter jets in your spurting fountain of bullets. Barely a second passes without at least 20 bad guys gunning for you simultaneously, and the screen almost falls apart under the torrent of bullets, bombs and explosions. *S and P* might not be as colourful as *Lylat Wars*, but there's enough happening on-screen to have even Shigsy shaking his head and wondering how Treasure pulled it all off.

VISUALS *…the screen almost falls apart under the torrent of bullets, bombs and explosions.*

But there's more to *Sin and Punishment* than simply holding the trigger and hoping for the best. Glistening enemy laser streams need to be leapt over or sidestepped with careful timing. Certain juddering bosses require the use of the lock-on sight. And, by *tapping* at Z, you can whip out a colossal sword which can slice nearby foes and – this is the best bit – *deflect* projectiles back towards their source. So, in the midst of seemingly a million things happening on-screen, you need to jump, strafe, shoot, lock-on *and* lock-off, *plus* whip out your sword and play tennis with missiles. Treasure have carefully designed every boss to call a particular skill into play – you'll need them all to survive.

BIG IT UP

It's a Japanese game. It has an animé style. Unsurprisingly, there are some rather large bosses.

Armed Volunteers Aircraft!



After the sky-high worm, this is the first real boss you'll face. It's not too much of a threat until the rockets start coming your way, at which point you can use your sword to deflect 'em.

Kachua!



A nightmare, much like the similar fiery fiend in Lylat Wars. Leaping and shooting like a loon gets rid of him for a bit – but then he ducks beneath the waves and pummels you with fountains of lava.

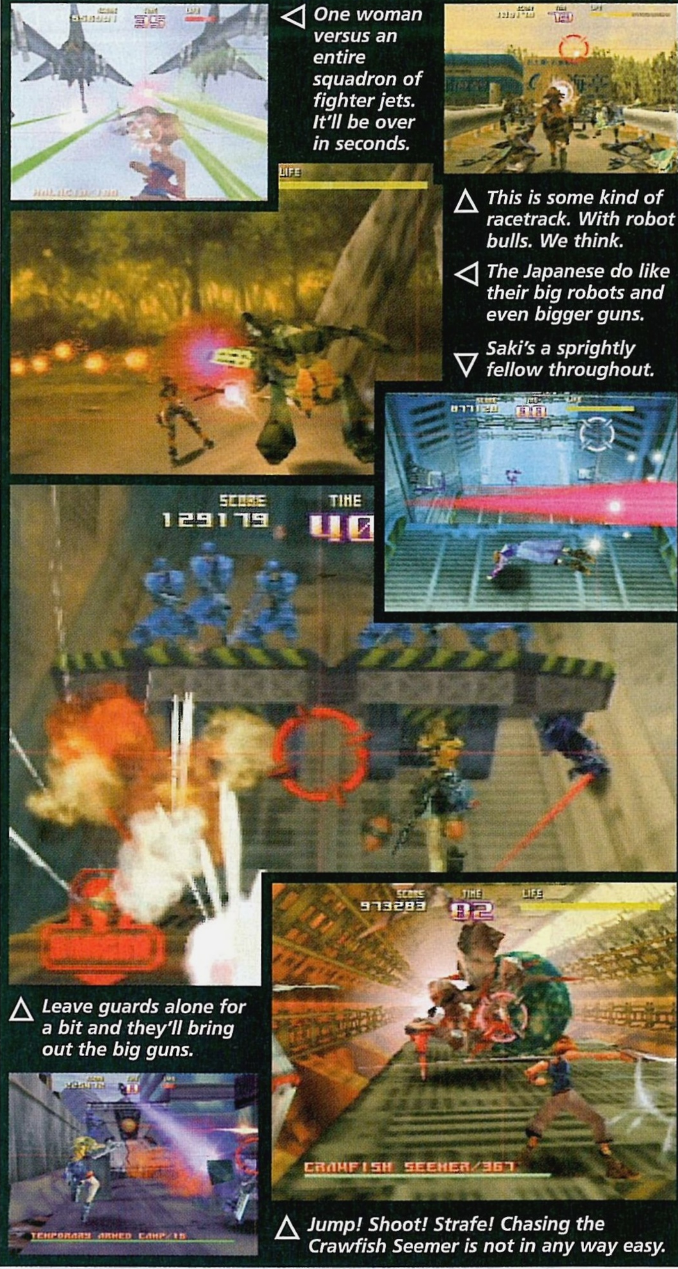
Birth Model!



This never-ending – and ickily-named – stream of rocks pours in through the ceiling of Kyoto's train. Target the source of the blue laser stream and whack it to kingdom come. That'll teach it.

Spider Seeder Core!

A flappy stomach-like creature that starts its life hiding in a bin. After you've blasted it out, there's little room for manoeuvre in the kitchen as he litters the room with deadly blue lasers.



◁ *One woman versus an entire squadron of fighter jets. It'll be over in seconds.*

△ *This is some kind of racetrack. With robot bulls. We think.*

◁ *The Japanese do like their big robots and even bigger guns.*

▽ *Saki's a sprightly fellow throughout.*

△ *Leave guards alone for a bit and they'll bring out the big guns.*

△ *Jump! Shoot! Strafe! Chasing the Crawfish Seemer is not in any way easy.*

This continues at breakneck speed for ten giant levels – and Treasure have neatly avoided the threat of the on-rails action becoming samey with some of the most varied and exciting stages this side of *Lylat Wars*. One minute you're chasing a giant crawfish into the screen as it dodges and leaps to avoid your fire, the next you're running left to right through a robot base as a lumbering Godzilla look-alike stamps along behind you. Later, you'll clash swords in a one-on-one duel, and actually feel queasy as you stand atop a floating platform and swoop and somersault around colossal battleships and soaring aircraft.

It's utterly relentless. Only the odd beautifully-crafted cut-scene breaks up the action, and even then you're encouraged to plunge back into the fray with an urgently flashing 'Press Start to Skip!' message. It's quite a shock to be brought back down to earth when the end credits arrive – after little more than an hour's play – but Hard mode is always waiting. Stretching the words 'action-packed' to their limit, Hard mode sees aliens learn new moves and become immune to old attacks, plus a few extra bosses join the party for good measure. It's been the cause of all the swearing here, and should take days, if not weeks, to get through.

Still, when *that's* over with, you're left with little to do. No *Lylat Wars*-style multiple routes, none of *Jet Force*'s toddling teddies or secret routes to explore – and while using the handy level select to revisit your favourite *Sin and Punishment* moments is always a treat, the ability to save your best scores and times on each stage is criminally absent. And don't even mention the two-player mode. We'd been looking forward to hours of split-screen shoot-'em-up action – what we got was a *Jet Force*-style co-operative mode, with player one on movement and player two on the guns. Hugely disappointing.

But they're the *only* disappointments to be had with *Sin and Punishment*. Right to the end, this is a game that looks, sounds and feels like it should be nestled inside an arcade cabinet rather than a cheap home console, and makes a mockery of the so-called 'next-generation' games on other platforms. It's unlikely to be released in the UK – or even the US – so if you're the lucky owner of a foreign N64 or a convertor cartridge, don't dare miss out on *Sin and Punishment*'s gratifying blend of insane speeds, brain-frazzling action and harrowing animé storyline. This simply has to be seen to be believed.

MARK GREEN

MASTERY *It's quite a shock to be brought back down to earth when the end credits arrive...*

pluses & minuses

+
- Relentless pace with tons to shoot.
- Surprisingly varied.
- Supremely challenging.
- No slowdown or fogging.

–
- Questionable longevity.
- Only fun with one.

If you like this...

Lylat Wars
Nintendo
N64/8, 91%
Shigsy-designed blaster, still stunning to this day.



ACCESSIBILITY

All in English, aside from the main menu.

8 VISUALS

You'll barely notice it's all in lo-res as the gorgeous scenery whips by.

7 SOUNDS

Competent voice acting – all in English – but weedy shooting sounds.

9 MASTERY

If only all N64 games brought you so much action at such blistering speeds.

7 LIFESPAN

Limited. The harder levels are mammothly challenging, but there's nothing beyond them.

VERDICT

A simply stunning shoot-'em-up that shows the N64 running at full steam. If you own an NTSC machine or convertor cart, this is essential.

N64 STAR GAME



89%



PREVIOUSLY IN N64 Our spider-sense alerted us to this one in **N64**/48.



EXPAND YOUR MIND
Have a look at the screenshots above. Can you honestly tell the difference? Neither can we. One screenshot is taken with the Expansion Pak plugged in, the other one without. Much like *Tony Hawk's Skateboarding*, it really doesn't seem to make any odds. Activision would be better off leaving it out altogether – avoiding the risk of alienating those N64 owners who don't have the RAM add-on...



Ugh! Venom's slithery tongue is not good for your health. Surprising.

This black and white Spidey is resistant to all forms of damage.

That spider-sense tingle means you're on candid camera.

One of Spidey's handier moves should protect you from this.

Swinging from skyscrapers while giving chase to a super-villain is superb. It's a childhood dream come true.

Cripes! Venom's a great character, and the comic cut-scenes suit him well.

The lovely Mrs Parker. There's a bio and pic for every person you meet.

SPIDER-M

The original web-surfer arrives on the N64.

"Does whatever a spider can", eh? We don't remember an eight-eyed Peter Parker living in a nest of leaves and eating his wife after a night of passion. Nonetheless, Activision bring us this wall-crawling, goon-scrapping adventure, developed by the same crew who handled the superb N64 version of *Tony Hawk's Skateboarding*.

INFO BURST

SPIDER-MAN

FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	4 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	March	TBA

COST: $50 (approx £35)

VISUALS ...the game sticks closely to the tradition established by the comics.

Enthusiasts will be pleased to hear that the game sticks closely to the tradition established by the comics: comic-book god Stan Lee handles the narration, and he's joined by the actors from the animated series 'Spider-man Unlimited'. We *were* worried about the cut-scenes' transformation from PlayStation FMV to still frames and text, but we're pleased to say that these in fact work *better*, since the action and humour were originally designed for comics. Parker's wit is not restricted to the cut-scenes either – he'll frequently interrupt with one-liners like "How tall is this thing?" to describe a massive construction he's climbing, or some Oscar Wilde-worthy put-downs directed at Rhino.

What's more, you'll come up against some of the finest characters comics have ever produced, like alien Symbiote Venom and miscreant-turned-peaceful-scientist Doc Ock.

The deciding factor in the success of this game has to be how satisfying it is to sling webs across the city and listen in on conversations from a handy spot right by the light shade. Wisely, close attention has been paid to making movement manageable, while still sticking to the overall *feel* of the comic's thread-spinning action. Like the cynical arachnid himself, you can use your webs (via a fairly complex combo of button-presses) to create special effects like putting up a web-shield or drawing a stunned foe in towards you.

However, climbing upside down and shooting sticky strands sets a real challenge for the camera, and sometimes it fails quite badly, leaving you bumbling into oblivion or being shot by someone a full screen away. Which is made worse by another problem: weirdly, as in *Tony Hawk's*, developers Edge of Reality still have an unfathomable aversion to the analogue stick – there's not a jot of analogue

N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge.
v3 only

STRANDS OF THE WEB

Spider-man is peppered with action sequences which are different from the main game.



RUNNIN'

Spidey's aim here is simply to avoid police attention. The boys in blue seem to think suspected theft should be punished by pursuit with a helicopter gunship. Cue frantic evasion, jumping and web-slinging.

MAZIN'

You're chasing Venom through his sewer-based lair in a race to save your supermodel wife Mary Jane, who is soon to be subjected to a watery death. Handily, Venom has daubed plenty of 'hot' and 'cold' signs on the walls.

DODGIN'

Clamber up a mammoth skyscraper, dodging that irksome helicopter gunship. You also have to avoid a sniper's scope and watch out for the disintegrating sections of wall. A bit too simple to re-play.

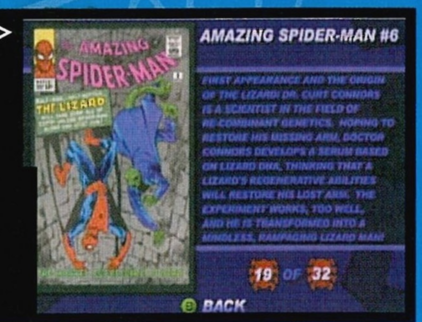
SHOCKIN'

The battle with Rhino is also simple, but actually quite enjoyable. In matador fashion, fool Rhino into charging straight into one of the electricity pylon jobbies, thereby electrocuting himself. Nicely.

Mmm, natty. Some of these suits offer you added powers.

Some classic covers are collectible, but some are done specially for the game.





AN

ONE STEP, TWO STEP

There's hostages need savin', Spidey! How ya gonna do it?



1 Not much stealth is needed, so just wade in and deliver chopsocky sandwiches door-to-door.

2 To sneak into a secure room, whip up into an air vent and crawl in. Highly pleasing.

3 Sling that sucka into a wall with Top-C and Right. Another very enjoyable move.

4 Spidey's 'clue' suggests you lob the bomb into the safe to explode. Done!

control, which makes a bit of a mockery of the idea of creeping up on someone.

Longevity's a bit of an issue, too. Despite being spread out over something like 34 levels, we whipped through the game on the second difficulty setting in a disturbingly short time. That, plus the odd gameplay similarity, had us quivering in remembrance of the loathsome *Batman* (**N64**/49, 16%). To *Spider-man's* considerable merit, however, you can spend several hours searching out the numerous comics and alternative costumes secreted like so many silky web deposits throughout the levels.

It's not the most challenging or deep effort we've seen, but it's a distinctly enjoyable chance to recreate days fantasising about shooting sticky webs from skyscraper to skyscraper across New York. *Spider-man* is let down a bit by the odd problem, but anyone interested in skin-tight red and blue leotards would do well to consider getting this one in.

ALAN MADDRELL

pluses & minuses

+
- It's a Spider-man game.
- Versatile, nimble character.
- Great comic-book feel.

−
- A bit short.
- Camera and control problems.
- Er, analogue control?

If you like this...

Shadowman
Acclaim
N64/32, 93%
Big, dark and puzzle-based, but, er, it's decidedly good and also from a comic.



8 VISUALS
Clean and smooth, but at the expense of being impressive.

8 SOUNDS
Solid effects and action-packed tunes, and the voice acting is brilliant.

7 MASTERY
Quick, large and satisfying, but not technically magnificent.

7 LIFESPAN
Plenty of great stuff to find, but it's a little too short on Easy mode.

VERDICT
Highly enjoyable arachnid action, let down a little by the odd control difficulty. Watch out, Spiderfans!

78%

PREVIOUSLY IN N64 We threw a long one to the first of the *Blitz* trilogy back in issue 22.



Blitz plays fast and free with the rules.

There are lies, damn lies and, er, something else.

We spent most of this game flat on our 'buns' with no ground gained. Ouch.

NFL BLITZ 2001

Man-mangling with odd-shaped balls.

Don't expect to find us 'brightening up' Tips Extra in quite this way.

Best bit would have to be indulging in a game of pile-on after a play.

The latest instalment in the largely repetitive *Blitz* series is only going to find a home with a very specialised audience. First, you'll be an avid importer. Second, you'll love (and understand) American football. Third, you won't have the previous edition, or won't mind a game that's the same in almost every respect. An unlikely combination, then.

That said, the *Blitz* games have cornered the market nicely by providing the most crunch-packed, arcade-style 'sport' outside a wrestling ring. Although strategic play and nimble fingers will serve you well, the emphasis is squarely on mangling the opposition before they can make any progress.

The four begging cries of 'Press Start' across the bottom of the menu screen should certainly be heeded, since the fairly simple nature of the game makes it far more enjoyable with your loved ones at your side, with all the human errors and whoops of joy they are likely to produce. If you're on your own and don't fancy a lengthy series of drubbings in a season, you can always take on the new minigames on offer. They're basic *ISS*-style scenario set-ups with you either defending or attacking and none of the boring to-ing and fro-ing in the middle. Nice.

The addition of the minigames will no doubt please enthusiasts (yes, both of you), but not very much else has changed. Without the complex torture of the proper rules, *Blitz* shapes up as a perfectly playable but ultimately so-so knock-about that's a satisfying blend of the *NFL QBC* series and *ECW Hardcore Revolution*. And that's no bad thing.

ALAN MADDRELL

N64 PASSPORT COMPATIBLE
CODE NOT REQUIRED
You can play this on your UK machine with a convertor cartridge. v3 only

INFO BURST

NFL BLITZ 2001

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	123 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

NOODLE!

Blitz's great Play Editor is the only such feature in any N64 American footie game. It's fully featured, allowing you to plot every movement of your receivers and quarterback. It seems strangely out of place in a game that's clearly straight from the arcade, and your carefully laid plans might well come to nothing, but it's still the business.

Back to the drawing board, then. Bah!

Your three receivers can take any path you draw them.

pluses & minuses

+
- Great multiplayer fun.
- Excellent Play Editor.
- Officially licensed.

−
- Primitive animation.
- More an update than an overhaul.
- As stop-starty as the real thing.

If you like this...

NFL Blitz
GT
N64/22, 87%
Earliest version that's pretty much the same but received a UK release.



6 VISUALS
Reasonable, but the player animation is blocky and basic.

7 SOUNDS
Nice commentary and pleasantly crunchy effects. Functional.

6 MASTERY
The Expansion Pak really should have made a clear difference here.

8 LIFESPAN
Long seasons, and it's fun enough to last for quite a while if you're a fan.

VERDICT
Still the most out-and-out *fun* American footie game, with a lovely NFL licence to boot. Shame it isn't better-looking by now, but don't let that put you off a perfectly enjoyable romp.

78%



What's cooler? Sex with a condom? Or sex on your own?

Thought so.

Not that we're suggesting you wave your little rubber friend around your head before you've even said hello.

But being cool about using a condom says a lot about you. Particularly to a girl who's thinking about having sex with you.

It says you've had the guts to get some. (Call us and we'll tell you where to get them free.)

It says you're interested in her feelings, not just your own.

It says you want her to feel relaxed. And safe.

It says you've thought about it. Not just for what you can get out of sex. But for what you might be able to put in.

And girls really like that.

So don't be too quick to rubbish condoms. For girls, some important things go into them.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

PREVIOUSLY IN N64 Our last look at *Scooby Doo! Classic Creep Capers* took place in **N64**/50.



OUT OF CONTROL
You can use the traditional *Resi*-style rotate-and-run controls in *Scooby Doo*, or switch to a more comfortable *Mario*-esque system. Trouble is, when the camera switches position, you'll carry on running in whatever direction you were facing until you let go of the analogue. *Very* confusing.

△ Yes, that 'snow monster' is really scaring us.

△ Shouldn't that be 'too'? Utter, utter rubbish.

Press on rope to open secret door? Naturally. ▷

△ And guess what? Fred didn't lift a finger to help you find the trap pieces.

△ They've really pulled out all the stops with the cut-scenes. Just look at it!

△ Yep, the Tiki man is fooled by disguises like this.

◁ At least this fella's make-up managed to scare us.

SCOOBY CLASSIC CREEP

The only mystery is how this ever

Cross Hanna-Barbera's best-loved cartoon series with *Resident Evil*, and what do you get? In THQ's hands, the answer is a dog's dinner of a game that does more to defile the Scooby Doo legend than the ill-advised introduction of that little oik Scrappy.

In *Classic Creep Capers*, you slip on the trusty bell-bottoms of Shaggy himself, and – with the gangly dog in tow – scamper around museums, ski resorts and creepy old castles looking for clues that'll help trap the resident monster. Everything's viewed in *Resi*-vision, so the camera flips to show a different view of each room as Shags and Scoobs lollop through – although there's no camera angle that helps make the sparse scenery, skeletal characters and jerky animation look anything other than eye-wateringly awful.

After a few minutes of *Classic Creep Capers*, it's clear that THQ have forgotten to put the game in. There's almost nothing to do except step into each room in turn, collect the flashing object within, then take it back to hunky Fred. Occasionally, a Black Knight or Snow Ghost will give chase – allowing the pathetically inadequate controls and disorienting camera-switching system to test your blood pressure – but otherwise the biggest challenge you'll face is trying to keep your eyes open for the full hour that it'll take to complete the game's four – yes, *four* – tiny levels.

MASTERY *After a few minutes, it's clear that THQ have forgotten to put the game in.*

The camera and controls are far from the only parts of *Classic Creep Capers* that play host to inexcusably shoddy programming, as you'll soon discover when Shaggy steps through the back of an elevator wall and – zoinks! – gets irretrievably stuck. Inexplicably-placed invisible barriers prevent you walking all the way around rooms; Scooby has an infuriating habit of getting under your feet when you're trying to skedaddle; illogical puzzles force you to simply stab at A and hope for the best; embarrassingly ropey cut-scenes rear their ugly head far too often... there's a reminder at every turn of just how little work THQ have put into *Creep Capers*.

By the time you reach the ski chase on the second level, with Scooby and Shaggy careering jerkily down a mountain peppered with laughable cardboard scenery, it's obvious *Creep Capers* isn't going to get any better. The sandwich-based minigame, where the simple aim is

INFO BURST

SCOOBY DOO! CLASSIC CREEP CAPERS	
FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	3 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	TBA	TBA

COST: $50 (approx £35)

RAGGY! R-R-RUN!

Most rooms in *Creep Capers* are empty, but occasionally an enemy will stomp into view…

AVOID!

Most ghosts that give chase can't be affected – you'll simply have to wrestle with the controls and run around them to reach the item they guard.



FOOL!

In true Scooby style, the odd nasty can be tricked with a disguise. Here, Shags and Scoobs have donned an Egyptian head-dress. And, er, become two-dimensional.



HURT!

If the guard in the first level's museum spots you, scamper into the art room and he'll slip on a puddle – and while he's out cold, you can nick his keys.



LURE!

The grand finale of each level comes as Shaggy lures the main ghostie into the gang's trap. As usual, the controls do everything in their power to stop you.





When Scooby isn't getting in the way, he's lumbering around in random directions. Idiot.

The animation on Scooby and Shaggy has to be seen to believed.

Twist the statue, unlock stone door, then fall into a deep sleep.

It's never made clear how these dinos came to life.

Scooby Doo is almost worth buying just to clap eyes on this, the Worst Videogame Moment Ever.

DOO! CAPERS

got released.



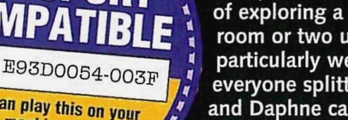
to push left and right on the analogue and catch the food that Scoobs chucks out of the fridge, struggles to better the technical feats of a 20-year-old Game & Watch – and yet, frighteningly, it's by far the most enjoyable part of *Creep Capers*. Even the odd authentic Scooby catchphrase ("And I would've got away with it too…") isn't enough to save this mess.

Don't fall for the excuse that *Creep Capers* is aimed at younger gamers – we've seen four-year-olds finish *Perfect Dark*, and they'd find this as much of an insult to their intelligence as the last hastily knocked-out cartoon tie-in. With no fewer than *nine* adverts in *Creep Capers*' manual hyping everything from videos to cuddly toys, it's evident that this travesty of a game is just one cog in the Cartoon Network's cynical pocket-money-pilfering machine. And *that's* the most frightening thing on offer here.

MARK GREEN

THE GANG'S ALL HERE

For the most part, Fred, Daphne and Velma are just standing around, waiting for Shaggy to bring them the clues and items they need to build the final monster-foiling trap. At certain points, though, one of the team – usually Velma – will be kidnapped. They're never in mortal danger, though, and rescuing them is a simple matter of exploring a room or two until you find them tied to a post with a particularly weedy knot. Oh, and Fred's typically keen on everyone splitting up half way through each level, so he and Daphne can go and explore some dark corner together. Dodgy little man.



N64 PASSPORT COMPATIBLE
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only

pluses & minuses



- Authentic Scooby sound samples…

- …but too few of them.
- Exceedingly ropey presentation.
- Hideous controls.
- Too much guesswork required.

If you like this...

Resident Evil 2
Capcom
N64/36, 90%
The scare-'em-up that *Scooby Doo* so wants to be.



4 VISUALS
We've lost our glasses! Oh, no, it really *does* look that bad.

5 SOUNDS
The occasional "Raggy!", "Rooby-rooby-rooo!" and "Zoinks!".

2 MASTERY
Despite the primitive visuals, there's actual *slowdown*. Incredible.

2 LIFESPAN
Sixty minutes' worth of game, if you *really* can't think of anything better to do with your time.

VERDICT
A cartoony clone of *Resident Evil 2* that's as tedious and badly put-together as it is downright ugly. Scooby Dooby *Don't*.



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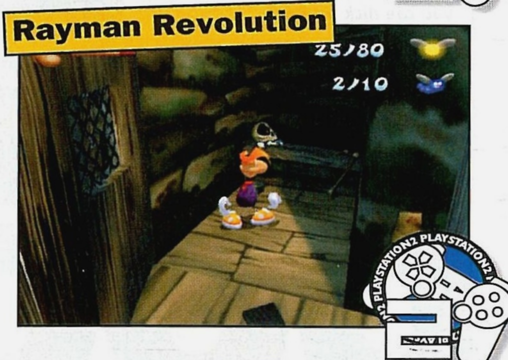
HEAVING BOOBS AND BROKEN JAWS: DEAD OR ALIVE 2 ON PLAYSTATION2



Zelda: Majora's Mask



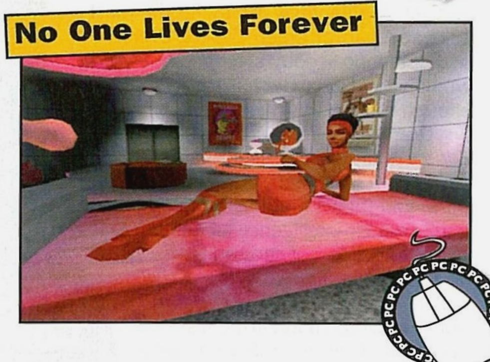
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Issue **03**

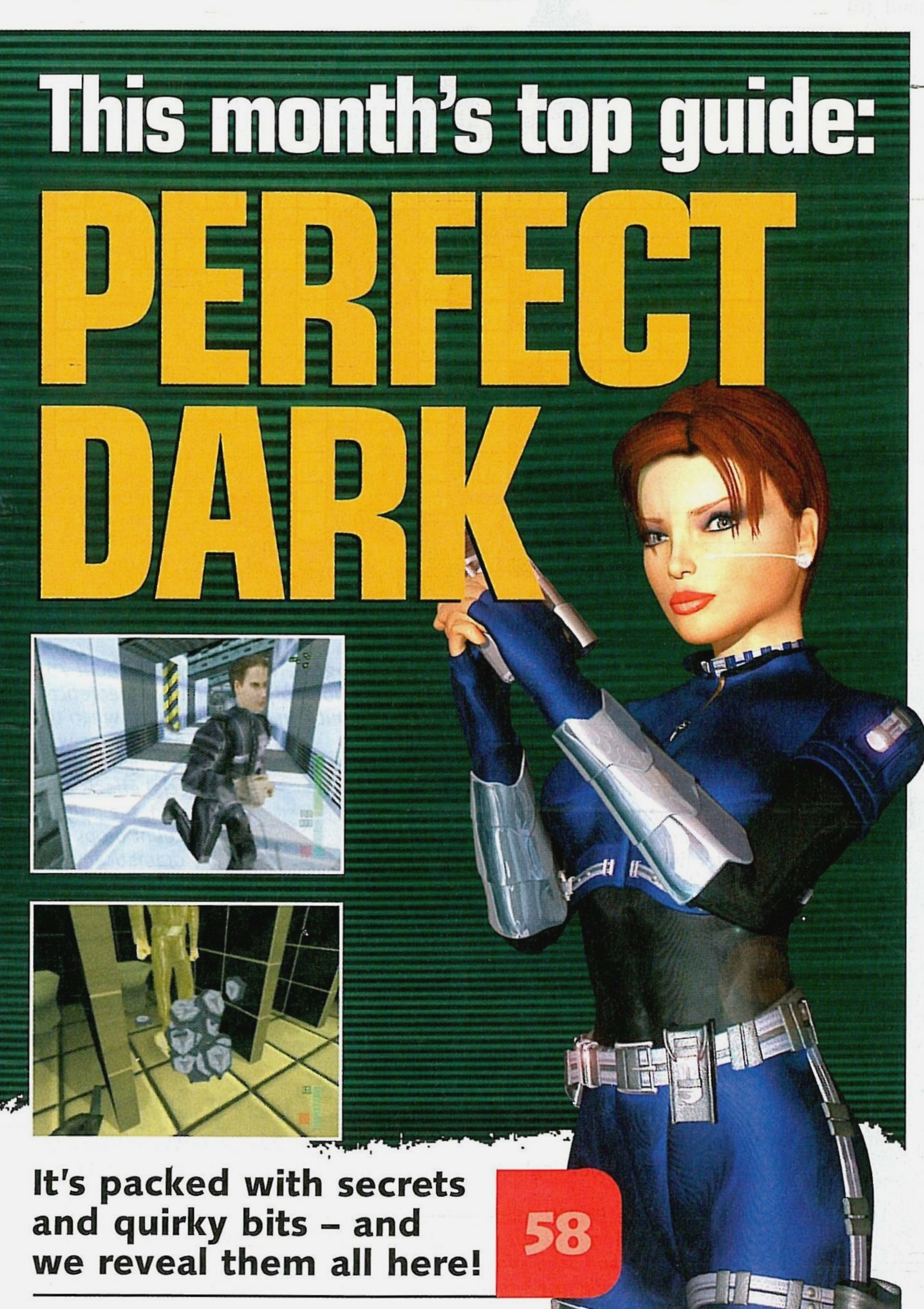
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Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

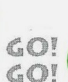
TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

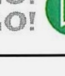


It's packed with secrets and quirky bits – and we reveal them all here! 58





GO! GO!



Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
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Fax: 01225 732341
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Letters, queries, corrections (ahem), ideas for games, great artwork, and even your best N64 bargains. Mailbox is now officially *packed*!

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!





'hairy ape'

As I had such great fun trying your crossword, I made one of my own for you to try.

Clues

Across

1. Nintendo's next-gen console. (8)
3. Rare's bug-blasting shoot-'em-up. (3,5,6)
5. Large, dumb, hairy ape. (6,4)
9. PlayStation's most annoying female character. (4,5)
11. Mario's arch-nemesis. (6)
13. Ubi Soft's *Mario* clone. (6)
15. Odd game with a hand. (6)
17. American footy game. (6)

Down

2. Ogre ____ : Person of Lordly Calibre. (6)
4. Best shoot-'em-up ever. (7,4)
6. Mario's latest outing. (5,6)
7. DK's rhino. (5)
8. A wrestling series that dominates 12-year-olds' lives. (3)
10. A gun in every shoot-'em-up. (7)
12. Cats chasing mice puzzle game. (3,6)
14. Terrible, *terrible* driving game. (4,5)
16. Acclaim trying to do *Jet Force* – first person-style. (9)

Luke Paisley, Tonbridge

Not bad at all. And because we're nice, we'll send a prize to the person who sends in the first completed crossword. **Ed**



Inspired by our Christmas crossword in N64/49. Give it a go – you might win a tasty prize!

Correction corner

Set oven to Gas Mark 5 and place Humble Pie on a baking tray…

In **N64**/49, in your *Zelda: Majora's Mask* review you spelt Kotake as Katake. In the same review you called a Dinolfo a Dinofol. Let me see, it was all Mark's fault or it was a long day…
Daniel Redshaw, Ashbourne

Both, actually. **Ed**

When Dr Kitts replied to Jonathan Lipscombe's letter on page 85 of issue 49 he started by saying "Ah, young Padwan". I presume he meant Padawan. Silly man.
Stuart Ashton, Brighton

Very silly. And very scary… **Ed**

Another blooper for correction corner. In issue 49's review of *TWINE*, you say that Eurocom are trying to "capture the brilliance of a 93%-rated game". Would this be *Donkey Kong*, *Jet Force*, or even *F1*? You surely can't mean *GoldenEye* as that scored 94%. Step forward Mr Green, The Stick™ is calling.
James Thomas, Southampton

He's got his hands over his ears. **Ed**

In issue 49, you said in your review of *WWF No Mercy* that you *can't* put people through tables. But if you have your opponent on the table, and you do a strong grapple, you can. Blast Alan's stupid brain. I'm serious, I want someone to blast his brain.
Andrew Barnes, Kent

Blasted. **Ed**

'compare'

In issue 47 you revealed the Gamecube. I showed it to my PS2-owning friends, but they weren't impressed, so I decided to compare the machines. Most of Gamecube's components are better than PS2's, but then I came across something. You said that the Gamecube manages 6-12 million polygons, much more than PS2, but my mate's PS2 magazine says that the PS2 handles 75 million polygons. Who do I believe?
David Fortnam, Birmingham

Put it this way. PlayStation 2 games don't look that much better than the Dreamcast's – and Sega admit that the DC can handle just 3 million polygons. When Sony talk about 75 million polygons, that's a theoretical limit – in an actual game, when the machine has to cope with textures, lighting, special effects and so on, the polygon count drops dramatically. Nintendo's numbers are based on actual in-game performance – where it should beat PS2 hands down. **Ed**

'very high'

Mr Wil Overton works at Rareware, yes? Is this his signature? I sent my **N64** Jo Dark poster to Rare asking for it to be signed by the *Perfect Dark* team. They sent me back the poster with one signature and another very cool, high-resolution print of Joanna

signed by stacks of people – the only name I can make out, though, is Grant Kirkhope. I got it framed at a very high cost, but it looks great.
Peter Barrett, no address



Definitely Wil's scribble that. Aw, we miss him. **Ed**

'spooky'

This is a screenshot for an old SNES game called *Robotrek*. Take a look at the red-and-white item capsules – is it just me, or do they look a little like Voltorbs or Electrodes? They even explode if you take too long to collect them. But there's more – your own robots are kept in similar capsules when not in battles, and at the beginning of each fight your character throws them onto the ground, where they burst open for your (disproportionately large) robots to emerge, exactly like Poké Balls.

To be fair to the Pokémon designers, I don't think this is a case of plagiarism – I suspect both containers were based on those toy-holding plastic eggs you get out of Japanese vending machines – but it's still a little spooky.
Greg Lamb, Basildon



Anyone else remember these red-and-white fellows in Robotrek? Happy days...

Spooky, indeed. **Ed**

'startling'

After flicking through issue 43 and looking closely at the masks on the mask guy's back (on page 66) I noticed a startling resemblance on one of the masks – it looked just like Mario's face and his hat with the 'M' on it. I don't know if the mask's wearable, but you might be able to get it off the mask maker when you complete the game.
Ric Woolley, Penarth

We'd already spotted the Mario mask, but unfortunately you can't wear it. Would have been great if you could... **Ed**

We'll Mac you a star, Flora

NINTENDONITIS

Computer game blamed for boy's injury

By BOB DOW

A YOUNG computer addict has become the world's first victim of Nintendonitis.

The 11-year-old was so hooked on computer games it left him unable to write and do his schoolwork.

If 'Nintendonitis' ever struck the office, we'd be cream crackered.

'nintendonitis'

A recent article in the Sunday Post claimed that the first ever case of, get this, 'Nintendonitis' has been found in Scotland. Apparently the child's forearm and elbow were painful because of overuse of a joystick. Nowhere in the article does it actually confirm that the child was using a Nintendo machine and I can't see how using an N64 pad could make your elbow hurt. It simply looks like more bad press for a company whose main aim is to produce fun games for the public.
Michael Petch, Doncaster

Whatever next? Mario Tennis elbow? Shadowman shingles? **Ed**

What's that on this chap's rucksack? It's-a-him? Mario? Yep.

'a bucket'

Here's a funny thing. I was looking at my back issues when I came across something in issue 38 called 'The Past Show'. Upon further investigation, I saw this peculiar-looking game called *Mario and Wario*, in which Mario stumbles around with a bucket over his head. Now here's the interesting bit: if you go to Saffron City in *Pokémon Red* or *Blue*, go to the house where you get the Mimic TM, go upstairs to the little girl's bedroom and press A while standing in front of her SNES, you'll find she's playing a game with Mario wearing a bucket on his head!
Hannah Day, via email



In-jokery in Pokémon. *We like.*

Well spotted! Shame the game wasn't very good. **Ed**

DREAM ON

Close your eyes really, really tight – and imagine...

SUPER MARIO OLYMPICS

Basically, Mario and his gang host their own Olympics. All the usual faces like Toad, Peach, the ever-cheating Bowser and over 20 other characters including Goombas and Koopa Troopas would make an appearance, and they'd each be suited to a particular event – although they'd get to take part in everything. Donkey Kong would be good at shotput, Luigi at the hurdles and Princess Peach at doing the pole vault.

Like *Mario Party*, each of the characters takes part in the Games so that they can prove that they are best. And as with all great Mario sports games there'd be bonus characters to unlock, such as Metal Mario, who would be best suited to the hammer toss, and Shy Guy, who'd be really good at the 100m sprint.
Adam Russell, Newbury

Could have been great if they'd got it out in time for the Sydney Olympics last year. Perhaps we'll see some kind of Olympic title on Gamecube to coincide with the Athens games in 2004. **Ed**

GALAXY GENERATION

This would be an environmentally aware game where a family of people have to escape global warming. As they leave the Earth, it self destructs, putting nuclear waste on Mars. If Mars becomes polluted, our solar system and creatures we haven't even discovered yet will be destroyed. It's your task to save all the creatures from a horrible death, and that involves rounding up all the Earth creatures and helping them to adapt to a new lifestyle. You'd also encounter a new race called the Crytons who would sometimes give you helpful tips, and other times annoy you by getting in the way.
Iain Dawson, Ealing

A bit like an environmentally friendly Harvest Moon *in space, then. Perhaps it could be sponsored by Greenpeace.* **Ed**

**Send your ideas for games you want to see to:
Dream On, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.**

GO! GO!

BONUS LETTERS

It's not that I hate Rare, but I think killing off Bottles just took it too far.
Eddy Worthington, Caerphilly

Shocking! **Ed**

Could you pass the idea on to Rare or Shigsy when you're next having a chinwag?
Gavin Lane, Worthing

That'll be tomorrow, then... **Ed**

As for the PS2, they should shove that black box back into the plane where it belongs!
Adam Bandeen, no address

That's not very nice. **Ed**

Issue 49's intro page with Team **64** on sleds was very, very scary.
James Upton, Bude

Thanks. **Ed**

Please excuse my handwriting – I'm just recovering from a broken thumb.
Betty Jones, Edinburgh

Hope it's better soon. **Ed**

Hey all at **N64** Mag – except for the evil Neil Pedoe.
M Terimac, via email

He's not here at the mo, so you're alright. **Ed**

When you've finished typing, it'll give out a sound like this: mmmooooooooooooo!
Vanessa Yeung, Reading

Crikey. **Ed**

According to the Special Reserve club mag, *Carmageddon* is great: "The controversial driving game gets a superb N64 conversion. It's fast, gory and great, so why not Carm-and-geddit. 90%" ...right.
Jonathan Mace, East Wellow

Fools. **Ed**

It would mean a lot to me if you could print my name in the magazine. Somewhere. Anywhere. Please?
Joseph Roberts, London

Happy now? **Ed**

BARGAIN HUNTER

Every month from now on we'll be printing details of the best N64-related bargains recently spotted by you – our legions of loyal readers. So, before you fritter away all that Christmas money, have a look here to see if you could save yourself a few pounds on those Ninty classics.

WOOLWORTHS

Zelda: Ocarina of Time: £9.99
Anthony Easton from Gillingham in Woolies, Chatham.
Dave Hollis in Woolies, Worksop.
Lewis Miller in Woolies, Hitchin.
Wave Race: £9.99
Andrew Simmonds, Waterlooville.

SPECIAL RESERVE

0870 725 9999 (membership £6.99 but you get a free gift)
DK64 + Expansion Pak: £29.99
Matthew Acland, Spalding
Turok 3: £29.99
F1 WGP: £7.99
David Ellis, Hornchurch

CURRYS

Lylat Wars: £4.99! (including Rumble Pak and batteries)
Liam Nicol, Southampton (Liam bought two copies and gave one to his shoot-'em-up fan Grandad!)

Rogue Squadron: £10
Quake II: £10
Shadowman: £15
DK64: £15
Peter Starr, via email

THE GAMES

023 8062 3200 (ask for an ex-demonstration price list)
£15 each or two-for-£20 offer on games like: ***Banjo-Kazooie, DKR, F1 WGP, GoldenEye, Mario 64, Zelda, Jet Force Gemini, Mario Kart* and others.** Also SNES and Game Boy Color games.
Andrew Simmonds, Waterlooville

TOYS R US

Wipeout 64: £4.95
Andrew Jones, Chester

This month's Bargain Hunter prize goes to **Andrew Simmonds** from **Waterlooville**, who wins a big tub of Chupa Chups lollies.

Spotted an N64 bargain yourself? Pop down the details – the shop you saw it in, their phone number if possible, the game, and the price – along with your name and address and send it to:

Bargain Hunters,
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW.

There'll be a prize every month for the reader who hunts down the very best deals.

(Offers not guaranteed in stores nationwide)

So tell me this

What do PAL and NTSC stand for?
Jason Ho, Inverness

NTSC stands for National Television System Committee, and it's the TV system used in America, Japan, Canada and some of South America. The rest of the world uses the PAL system (with the exception of France and Russia, who use the slightly modified SECAM system). PAL stands for Phase Alternating Lines. The two systems work differently, which is the reason why American and Japanese games won't play on UK machines. Flick forward to page 78 for a guide to playing foreign games over here in Blighty.



I'm having trouble getting an official N64 Controller Pak. I've asked about 10 shops, but they haven't had one. Please tell me where I can get one.
Stephen Faulkner, via email

Try calling THE – Nintendo's UK distributor – on 023 8065 3377. They should be able to give you details of a shop that's got official Paks in stock in your area.

Will there be a Dragon Ball Z game on the N64?
Luke Martin, London

Well, funnily enough, after Daniel Woods from Manchester sent his Dragon Ball Z idea into our Dream On section back in issue 48, Infogrames – the people behind V-Rally and Mission: Impossible – announced that they'd acquired the lucrative license to make games based on the hugely popular Japanese animé series. Don't expect to see anything on N64, though – you'll have to wait for Gamecube.

I recently read a review in your magazine of the game *Warlocked* for the Game Boy Color. Could you tell me how to get hold of a copy, as the shops I know don't import games from the US.
Andrew Lee, via email

Try giving CA Games a call on 0141 334 3901.

Will Gamecube be released in Australia before Europe?
Aidan McGovern, Co. Cork

To be honest, we just don't know, but it might be. Just look at 1080° Snowboarding.

Where did the name 'Nintendo' originate from

'big basket'

I was looking through my old issues of **N64** when I saw a tiny bit of news about Kraft making Pokémon macaroni. Recently my Mum won a big basket of American food and, sure enough, there was the Pokémon macaroni. So I've sent you the box and one of each of the Pokémon (they may have got crushed in the post).
Ceri Anson, Milan

Fortunately, they arrived safe and sound. We took a quick photo and then Geraint nicked them for his tea. **Ed**

Pokémon macaroni. When will this craziness end?

'loving Gamecube'

After I read James Gingell's letter in issue 49, I thought that making your own lyrics up about Nintendo, using any song tune, was a great idea. So I made up my own to be sung to the tune of Robbie Williams' 'Angels'.

Inside my mag,
there's a picture,
of a Gamecube game.
And do they know,
the places where I go,
with my '64?
Cos I have been told,
that the
Gamecube,
is the best
console.
So when I'm
lying in my bed,
thoughts running
through my head,
that the '64 is dead.
I'm loving Gamecube
instead.
And who'd have
thought?
It offers me Luigi,
A lot of fun and Donkey Kong,
Whenever I come to call,
It's gonna save me,
I'm loving Gamecube instead.
Daniel Therrien, Bury St. Edmunds

Brought tears to our eyes, that one. Beautiful. **Ed**

and who thought it up? Does it mean anything?
Chris Lowe, Tyne & Wear

Nintendo was founded as a playing card company in 1889 by Fusajiro Yamauchi – his great grandson, Hiroshi, is the Chairman of Nintendo now. Fusajiro also thought up the name 'Nintendo', and, although it can't be translated directly into English, the most popular interpretation is 'Work hard, but in the end it's in heaven's hands'.

There's a great book, written by David Sheff, all about Nintendo and their history. It's called Game Over and it's well worth getting your hands on a copy.

1. Are there any plans for *Super Smash Bros 2*?
2. Is it true that *RIQA* has moved to Gamecube?
3. Do you know where I can get a convertor to play my American games on my English N64?
Samir Patel, London

1. Not as far as we know. But the huge success of Super Smash Bros suggests we might well see a sequel on Gamecube.
2. That's merely speculation at the moment – when we asked the developers what the situation was they replied with a cheeky giggle – but we'd be surprised to see RIQA on the N64 at this stage. It's not on any of our release schedules.
3. Turn to page 68 to find out absolutely everything you need to know about playing import games.

Got a Nintendo-related query? Send it to:
So tell me this…,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.



One Mr Pikachu looking rather cheery. Thanks to Alison Coleman from Lincoln for this prime pic.

More Majora, this time the work of Rebecca Thompson from Kent. Thanks Rebecca!

Want to know who crafted this excellent Hybrid Heaven picture? That'd be James Smith from Gloucestershire.

Bristol's Tracy Chung turns her pencil-wielding talents to Majora's Mask. Nicely!

A lot of time evidently went into this impressive compo entry. From Esther Crates on the Isle of Wight.

Worlds collide, as Pokémon meets Zelda. Norway's Synne Helene Hagen sparked this excellent fusion.

GO! GO!

HOW TO... see things you shouldn't in PERFECT DARK

Enough quirks, glitches and bugs to make Carrington blush.

by Mark Green

WHAT WE SAID



We reviewed *Perfect Dark* in issue 42 and this is what we concluded:

"Supremely playable, dauntingly huge. If you had to choose just one game for your N64, this would be it."

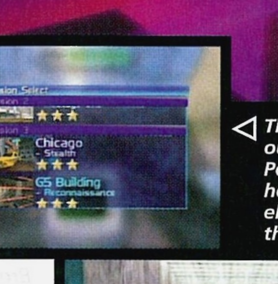
N64 STAR GAME



What's this? More *Perfect Dark* tips? You'd be forgiven for thinking that, after we'd brought you three issues and two books' worth of sagely *PD* advice, trying to stump up *another* round of tips would be like squeezing blood out of a stone.

But the following six pages are a little more unconventional than our usual 'How To' guides. With the help of N64 readers the world over, we've spent the last six months scouring *Perfect Dark* for bugs, glitches, quirks and mistakes. Misbehaving guards, messed-up cut-scenes, hidden graffiti daubed on scenery by the programmers – this is the kind of stuff that Rare hoped no-one would ever find, and, in many cases, it's as useful for getting through the game as it is downright amusing.

So, if you've found your interest in *PD* waning of late, prepare to dust off your cart and bring the game back to life with our gigantic guide to the game's best quirky bits...



◁ *The taxi's outside the Pond Punk here – but elsewhere in the level...*



VIDEO NASTIES

How to fiddle with *Perfect Dark*'s cut-scenes...









LOOKS

Finish any mission with the cloaking device switched on to remove Jo from the final scene. Try completing a level with the Farsight's targeting view, the X-ray scanner or nightvision on, too.

CHEATS

The cut-scene which shows Jo bashing a guard on the head at the start of Datadyne Research is a whole lot funnier if you turn on the Small Characters cheat. Watch that guard go!

KILLS

Just before you step into the room that would normally trigger the end of a level, chuck a Laptop Gun inside for amusing cut-scene effects. Or use mines and press A and B to detonate.

SCARES

Select the Area 51: Escape intro screen from the Cinema menu, then press Start at any time. For some reason, Joanna and the guards briefly appear lying dead on the floor. Spooky stuff.

INSTITUTE INSANITY

There's more to the Carrington Institute than you might think.

SHOOTING RANGE

● Select Laptop Gun (Bronze), then throw it at the wall behind you. Quickly abort, then press Start again. You can now select any weapon, and still have the Laptop available in sentry mode. Try it with mines, too.

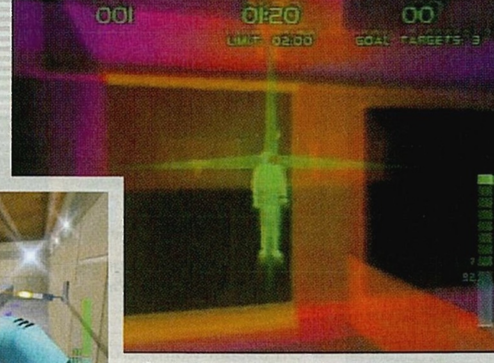
● Unlocked Farsight training? Using the C-buttons and the weapon's secondary function, you can zoom right around the Carrington Institute, shooting unlucky staffers in the head, and blowing people's chairs from beneath them. Top fun.

● If you stand just inside the door to the actual shooting range, you'll wedge it open with Joanna's ample frame – but still be able to access your weapons. Feel free to fill the Carrington staff nearby with bullets, knives, arrows and the like.

● In conjunction with the above tip, grab the crate from the basement and place it outside the shooting range door. Now fill it with knives, then step out and grab them for later use. Or smother it in mines to create a portable boom box.

● Wedge the main door to the weapons training room open with the same crate, then select the Slayer and take it on a journey right around the Institute. Don't forget – R slows the missile right down for those tight corners.

● Finally, stand in the shooting range and wait... and wait... and the "Our number one agent" guy will eventually join you. It's all thanks to the fact that every time he adjusts his underwear, he inches forward.



With the Laptop Gun spitting out bullets, you can't fail the gun training.

Switch on the Farsight and you can take pot-shots at the innocent CI staffer outside...

...or stand just inside the shooting range and puncture him with multiple arrows. Top.





Once the crate's been smothered in mines, a single shot from a pistol will kick off the firework show.



Fly through the windows with the Slayer and explore in the fresh air.

PLUS...

● Wedge the Gadget Room door open, select Camspy training, and take the buzzing fella anywhere you like.

● In Gadget or Item Training, pause and unpause just as you finish the task for a record time.

● In Cloaking Device training, make your way to Daniel, quickly turn off the cloak as he speaks, then punch his face off.

● Wedge the Hoverbike between the two posts on the lobby ramp. Crouch behind it and push A, B, Z and forward to blow the bike up.

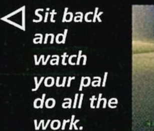
● On Holotraining 7, wait until the guard shoots you, then disarm him and switch to the gun just as 'Failed!' appears. It's yours to keep.



TRAITORS

One of the scariest – but most helpful – *PD* quirks is the ability to force guards to join your cause. To see this in action, start Datadyne Central: Extraction and run straight for the guard on the stairs past the fan room. Shoot the gun from his hand and let him pick it up – if you're lucky, he'll then scamper around shooting his mates. It also works with the first Pelagic II guard, and – occasionally – a couple of the Mr Blondes in the caves beneath the Crash Site. Have fun.





Those Pelagic II guards won't know what's hit 'em. Chuckle.



Sit back and watch your pal do all the work.

TOP 10 SOLO QUIRKS

Our ten favourite *Perfect Dark* bugs, glitches and secrets.
Thanks to **Graeme Beech** of **Sunderland**, **Andrew Simmonds** of **Hampshire** and **Alex Williams** of **Colwall.**



△ *Save time with this nifty shortcut in the Skedar Ruins.*



△ *Be careful about singeing Jo's buttocks with the Hoverbike quirk.*

▽ *The foolish DD staff haven't programmed the ceiling guns properly.*



△ *Complicated Farsight action on the Hoverbike creates carnage. Nicely.*

● On Skedar Ruins, cross the chasm at the usual point, then turn left and run around, hugging the wall on your right-hand side as you step into thin air. You'll be warped to the bridge.

● If you punch Carrington as he waits near the dropship in the Institute hangar, you'll have endless time to reactivate the defences. Dead handy on Perfect Agent.

● Take the Hoverbike to an area where you can fly in a long, straight line. Attach plenty of remote mines to the bike's behind, then hop on and detonate the mines for a face-flapping boost.

● Vexed by the ceiling guns at the end of Datadyne Research? Simply open the door and sidestep down the tunnels – for some reason, they won't be able to hit you.

● Use the All Weapons cheat to take the Farsight into a level with the Hoverbike. Jump on, then aim with R, strafe, and push Left-C or Right-C for ridiculously fast aiming.

● Head towards the cave outside the Air Base, then run to the end of the small path to the right. Aim your Sniper Rifle at the mountains beneath the sun, them zoom to see them move.

● Ah, the cheese. There's a slab of yellow dairy product hidden in every one of *Perfect Dark*'s levels. We won't spoil the fun for you by revealing their locations – although you'll need to use cheats to track them all down.

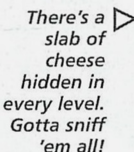
● In the Deep Sea mission, press B to reload your shotgun when it's low on ammo, then step through a teleport as the shells are being slotted in. You'll end up with *ten* bullets.

● If you've picked up dual Magnums, select them, then press A and B simultaneously. Jo will fiddle around for a bit, and you'll find yourself left with one Magnum – containing *seven* bullets.

● Shoot all of the wine bottles in the basement of Carrington's villa to hear the big man himself shout, "Act your age, Joanna." And we thought he had been kidnapped…



◁ *Not just the mountain messes up here – you can also zoom to beyond the sun.*





There's a slab of cheese hidden in every level. Gotta sniff 'em all! ▷

◁ *Seven bullets in one Magnum? Bond would be thrilled.*



This surely begs the question, why are the bottles empty? ▷

PEOPLE DO THE FUNNIEST THINGS

Have fun with your friends and enemies.
Thanks to Andrew Simmonds of Hampshire for some of these.

Fail the Air Base mission, then find the man in the room next to the safe. Shoot him and he'll cry out – then sit down again.



As you open the door to Carrington in his villa, run in and quickly press B to close the doors behind you. Now you're free to explore.



Shoot your Maian helpers in WAR! and they'll freeze in mid-air. Use the floating corpses as makeshift shields. Ruthless, but effective.



Quickly leap on top of Elvis as you ride the elevator at the beginning of Attack Ship. Inexplicably, he'll be killed.

Destroy the taxi in Chicago as it flies off after being reprogrammed. From then on, civilians are invincible. Handy.



Select the crossbow, then shoot a guard twice – once with sedative, then again with instant kill – for a double death animation.



BEHIND CLOSED DOORS

The message 'This door is locked' doesn't have to stop you exploring beyond. Lure as many guards as you can to the door, then cloak and decloak until they unlock it. Fools! Try it here:

Skedar Engine Room

You'll need to lure a Skedar up the ramp to unlock this one. There's a frozen alien beyond – and you can't kill the blighter.



Institute Exterior Door

Yep, it's already open in Training Mode – but during the solo missions, it's a neat hiding place from Mr Blonde.



Hangar Doors

At the back of the first Area 51: Infiltration hangar. Head through and drop down to see a frozen Jonathan and DD guard.



DD Bottom Door

When the lights go on in DD: Extraction (Perfect only), unlock the bottom-floor door to see a bunch of frozen folk...



DD Lobby

...and you can do the same with the main entrance to the Datadyne Building. Walk too far outside, though, and you'll die.





WONKY WEAPONS

The return of **Mr Simmonds**, with some gun glitches to try out in the Solo missions.

Rocket Mania

While descending the goods lift in the Air Base, fire rockets upwards. The missiles will slow down and eventually return.



Laptop Fun

With the All Weapons cheat on, deploy the Laptop as a sentry gun at the start of The Duel. It'll take out all three opponents.



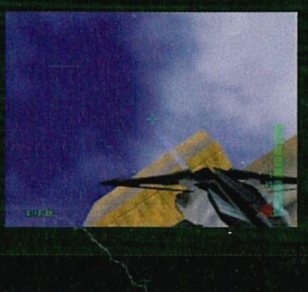
Crossbow I

Shoot an arrow at the windows in the ceiling of the Carrington Institute to hear bizarre noises and witness some odd visual effects.



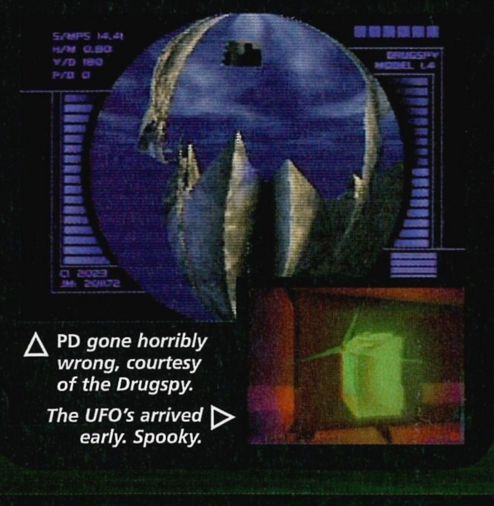
Crossbow II

Stand just outside the entrance to the Air Base, shoot arrows up into the sky, then wait. They'll reappear on the ground.



MISCELLANEOUS

Look beyond Air Force One's exterior door with a Farsight and you'll see that the UFO umbilical tunnel is *already there* – look for the computers on top that Rare use to trigger the explosions. There's a doppelganger of Elvis inside one of the labs in Area 51: Escape, too. Elsewhere, stand just behind the receptionist's desk in the Air Base, crouch down and activate the Drugspy to drop out of the level. Stand just outside the blue doors leading to the Skedar Assault Ship's engine room, fire two Slayer missiles to blow the core, then watch as control is returned to Jo – *outside the ship*. Lastly, shoot the autopilot button inside Air Force One's cockpit and stare agog at the sky beyond.



△ *PD gone horribly wrong, courtesy of the Drugspy.*

The UFO's arrived early. Spooky. ▷

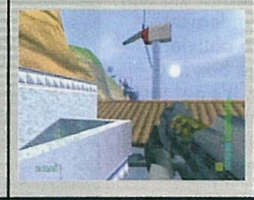
Fire an explosive Phoenix shell directly at a guard's face to give the fellow an intriguingly mangled head. Nasty.



Use the Psychosis Gun on a sitting guard. After he's risen, shoot him with a bullet – he'll die as though he's still on the chair.



Fire multiple rockets at a Carrington Villa sniper and he'll be none the wiser as the missiles blindly circle him. Fool.



Throw a remote mine just ahead of you as you start Carrington Institute: Defense, then detonate it to 'create' a guard.



In Pelagic II's main control room, keep shooting the traitorous guard's gun and he'll repeat his speech endlessly.



Kill a guard as usual, then switch to the KLO1313 (from the Classic Weapons cheat) and shoot again – he'll be reincarnated.



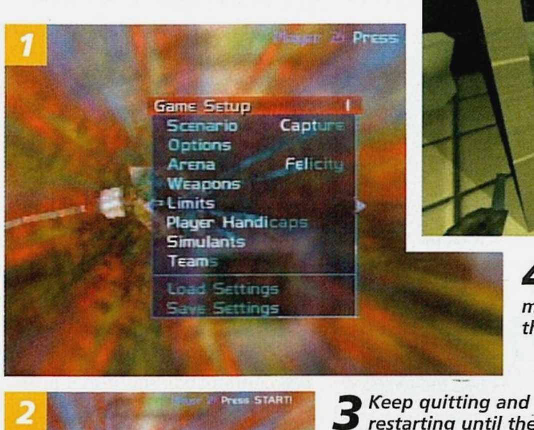
GO! GO! ▷

SWAP WEAPONS
Here's a neat way of customising your save files. Set up a Custom Scenario with whatever weapons you like in it. Save it, then reset, choose a different save file, and load in the Scenario. Once you've begun the game, you only need to grab the weapons and they'll be permanently stored in the second save file. This can be handy for tailoring the weapons available in the Combat Simulator's 'Random' setting, for instance.

RISE UP THE RANKS

How to rack up over 1,000 kills in one game.

1 Set up a Capture the Case game in Felicity, against eight Meat sims...



4 Sneak your way into the bogs and plant as many mines as you possibly can in the cubicle.

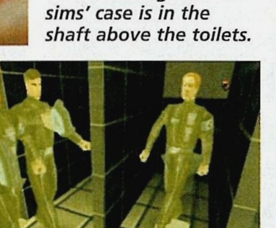
5 Run far, far away and lie in wait until at least two or three sims are congregating around their case.





2 ...and set remote mines to fill all six weapons slots, for reasons that will become apparent.

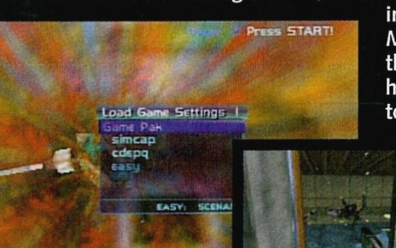
3 Keep quitting and restarting until the sims' case is in the shaft above the toilets.



6 Press A+B, then sit back and watch the never-ending explosion rack up thousands of kills.

COMPLETE ANY CHALLENGE

Here's a sneaky way to cheat your way through every one of *Perfect Dark*'s Combat Simulator challenges. First, create a custom scenario that's impossible to lose – involving Meat sims and big weapons – then save it as 'Cheat'. Next, highlight the challenge you want to cheat through in the Advanced Setup menu. Then, with player two's joypad, enter the Load Scenario menu and highlight 'Cheat'. Now press A on controller one, A then B on controller two, then Start on controller one. All you have to do now is finish the scenario and you'll have completed the challenge! Cripes.





NIT-PICKING
Is Joanna invisible? The reflective pools in the Carrington Institute and Skedar Assault Ship don't mirror her body – and if you sit on a hoverbike, you can look down and see nobody there. Also, someone should tell Carrington that wine is properly stored in bottles lying flat, not standing up. Oh, and the Slayer was designed by Skedars, yet coincidentally uses exactly the same sight as every human-built gun. Tut.

COMBAT CRAZINESS

Watch *PD*'s quirks mess up the multiplayer.

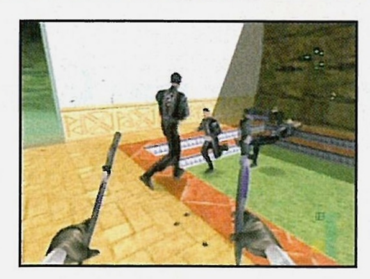


● In a four-player game, form a queue next to the edge of the Temple's highest floor hole. Drop down one by one and you can form a human tower – and player one can walk away to leave the rest floating.
● Start a two-player game in the Pipes and have player one stand on the map's only vertical lift. Wait 'til they've reached the top, then move player two underneath. You'll both float off into oblivion.
● If you shoot an ammo box and collect it while it's off the ground, it'll reappear in mid-air. It's not just for laughs – now any Maian players won't be able to reach it.
● A useful tip for a Hold the Briefcase game is to step into Felicity's bathroom and strafe past the toilets so you're shoulder-barging the main door. Now no-one else can enter.



COMBAT GUN GLITCHES

Maximise the use of your weapons with these handy tit-bits.



KNIVES

If you own double combat knives, select the 'poison knife' function, then press Z until Jo's holding both blades poised. Now, while holding B, let go of Z and you can slash a player *and* poison them ready for when they're reincarnated.



LAPTOP GUN

A Laptop Gun in sentry mode contains only as much ammo as you left it with. However, in multiplayer, by wandering nearby, pressing B to grab it, then redeploying it, the gun will be refilled with 200 bullets.



RC-P120

Grab an RC-P and cram it with a maximum 800 bullets. Press B and Z to cloak, then let go of B and hold Z to keep firing. When the ammo runs out, the RC-P can't reload, but you're invisible until you let go of the button.



MAGNUM

Usually, the Magnum can shoot through *some* walls, but not all of them. However, if you switch on the X-ray scanner while aiming through impenetrable doors and walls, the bullets will fly right on through.



SPOTTED!

With the help of an eagle eye, all kinds of *Perfect Dark* in-jokes and errors reveal themselves...

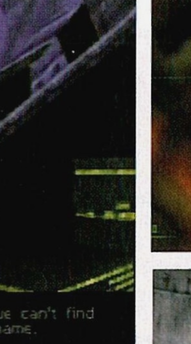


Shouldn't that word have an 'r' in it?

Watch the intro cut-scene very carefully and you should be able to spot a Rareware logo inside the drop ship.



Designer Ross Bury's initials are all over the shop.









Ross Bury again, scrawling his initials in both Datadyne Research...

...and on the walls near the sewers in Chicago.



Use the Farsight to peer inside the weapon shrine near the end of Skedar Ruins – you'll see a minute laptop computer inexplicably hidden within the stonework.



The dinner jackets in the Combat Sim are the same ones from GoldenEye's fabled All Bonds cheat.



Jo and the technicians swap outfits between this cut-scene and the start of the level.

IT'S A MYSTERY

Six months on, these are still causing head-scratching. Can *you* shed any light?



THE NECKLACE

Quickly see off the first two Assault Ship Skedars and Cassandra will leave her necklace behind. Grab it and check your inventory: a mysterious password and username is revealed.



THE PASSWORDS

If you can work your player up to Level 1 in the Combat Simulator, another password and username are shown. They're 'Entropicdecay' and 'Zero-Tau'. What could they mean?

THE ? BOXES

There's a hole to drop down in the Warehouse. Look up with the Farsight or X-ray scanner to spy an ammo crate with '?' emblazoned upon it. There's another in a corner of the Sewers. Why?

HOW TO...

send that big-eared rodent to the back of the pack in

MICKEY'S SPEEDWAY USA

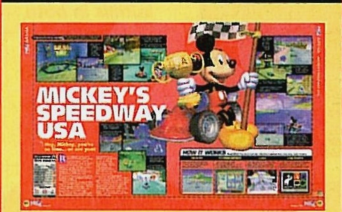
N64's masterclass on cruising the Land of the Free.

by Geraint Evans

It might star the most irritating cartoon creation who ever lived, but *Mickey's Speedway USA* – with its near-perfect handling, gorgeous tracks and speed that threatens to eclipse *F-Zero* – is one of the more successful attempts to match the tyre-squealing thrills of *Mario Kart 64*.

And even if the game as a whole doesn't match up to *MK*, or indeed Rare's earlier *Diddy Kong Racing*, *Mickey's* does at least share one thing with both – the kind of unforgiving tracks and heartless rival racers that are enough to have grown men and women in floods of tears. So, buckle up, folks, and scour these very pages for all the info you'll ever need to become a bona fide Platinum master.

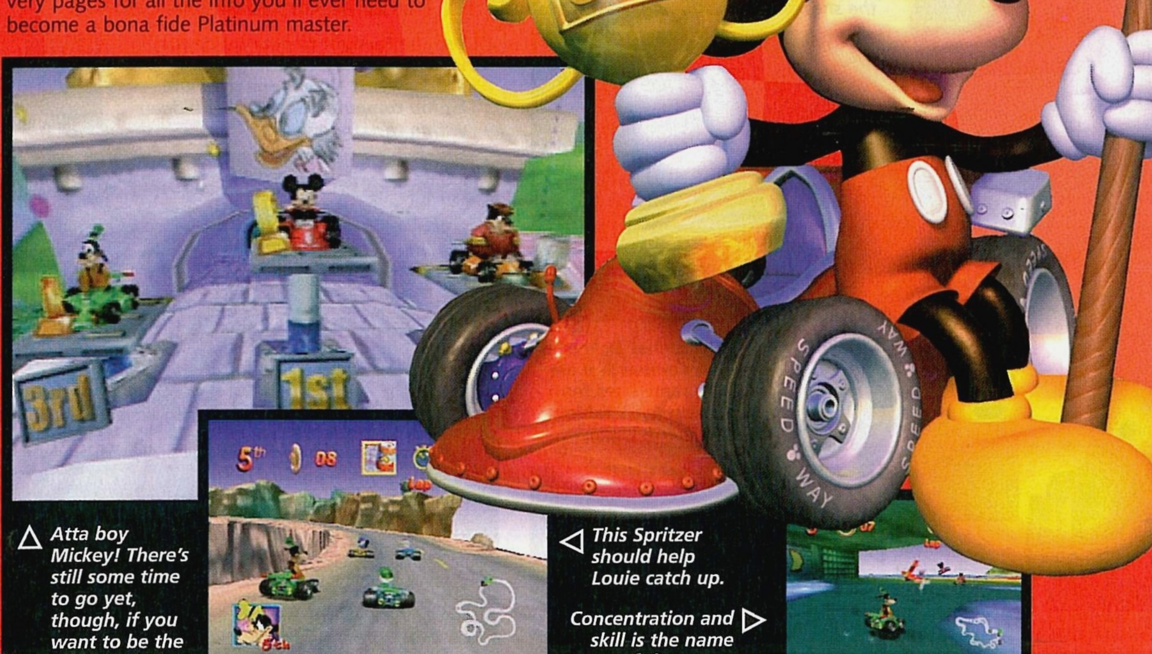
WHAT WE SAID



We reviewed *Mickey's Speedway USA* in issue 50 and this is what we concluded:

"It's no *Mario Kart*, but *Mickey's Speedway USA* is a worthy – if often terrifically unoriginal – rival."

80%



Atta boy Mickey! There's still some time to go yet, though, if you want to be the Platinum kid.

This Spritzer should help Louie catch up.

Concentration and skill is the name of the game.

STOLEN KART PARTS

Okay then, before we go *anywhere*, let's get this one out of the way. No sooner had the game been released over here than we were inundated with calls and emails asking us for the locations of the kart parts which unlock the final set of tracks. And here they are…

SPARK PLUG

Drive underneath the first of Indianapolis' tunnels, then swing around 180° and drive towards the jutting support on the left. The spark plug is hiding beneath.



COOLING FAN

In the largest of Philadelphia's storage areas – the one with all the crates – drive into the right-hand corner to find the spinning circular cooling fan.



BATTERY

Near the end of Chicago, just as you're about to veer past the vertical supports, take a sharp left to find a descending ramp. Follow it to reach the battery.



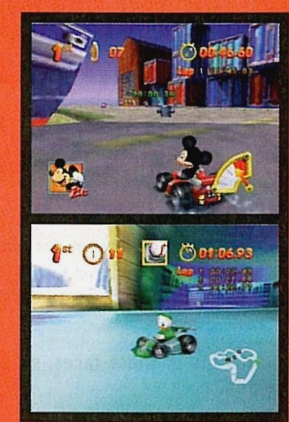
ENGINE

As soon as the Malibu race begins, drive straight for the brown tunnels in the distance on the first turn. The sandy tunnel beyond hides the engine. Nicely!



TOP RACING TIPS

1. Characters



Choose your racer wisely. For beginners, the two ladies are probably the best, with their superior handling ability and improved acceleration. Mickey and Donald – the two all-rounders – are great for the latter stages, while the *Speedway* big-boys, Goofy and Pete, are great for the experienced racer who crashes very little. Bear in mind, though, that in order to get Platinum on every course, you're going to need to unlock some extra characters. In our book, Louie is far and away the best, with average speed, excellent acceleration and superlative handling.

2. Boost start



What racer would be complete without the ability to burn it to the front of the pack right from the offset? *Exactly*. So it's no wonder that the speed boost makes a welcome return. To activate it, start accelerating about half a second after the third light. Sweet.

3. Powerslide



This is, without doubt, an essential skill, and ideally you should be sliding around almost every turn. With practice you can maintain a slide for as long as you please. To do this, initiate the powerslide and yank the analogue in the opposite direction. This will have your kart sliding in a straight line. Keep this up and you'll spin after a few seconds, so in order to keep it going, gently nudge the analogue into the turn – à la *Mario Kart* – to ensure you keep your nose into the bend. This is the *most* important skill in the game, and if you don't master it you'll fail miserably. We recommend practising in LA, trying to keep your powerslides going for the duration of each of the looped bends.

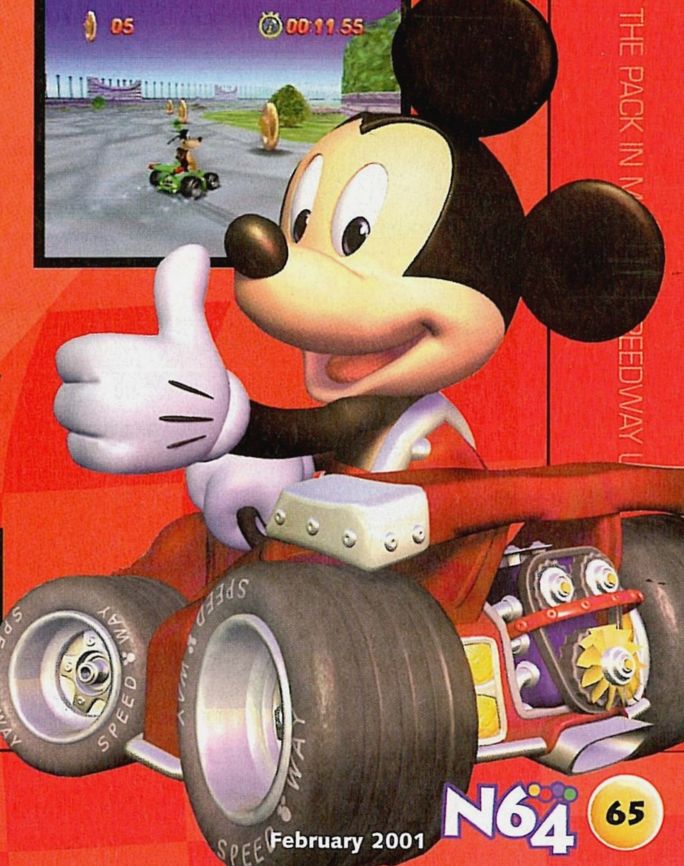
4. Weapons

Yes, we know. They all suck, but they *can* be used to your advantage regardless. Using power-ups like the Splotcher and the Baseball Chucker in sneaky places is always the best option. The CPU characters will, for example, always use certain speed boosts – take note and drop a weapon as soon as you hit one. Only fire a baseball if your foe is about 2cm away, else you'll probably get it in the face a moment later. As a rule, focus on driving like a pro.



5. Token delivery

Although it may not seem like it, the tokens *do* make a difference to your speed, and by the time you hit the Professional level you'll need all the help you can get. You can hold a maximum of 20 tokens, so pick up as many as you can on the first lap. It's worth memorising their locations so you can scoop them up quickly, allowing you to concentrate on driving in the race's latter stages.



MOTORWAY MANIA

TRACKS: LA • Alaska • Las Vegas • Philadelphia

TOP TACTICS




- You should powerslide round every corner of every race. LA is the prime example, where you can slide constantly, pausing only to change direction on the straights.
- These tracks are not *too* tricky, so now would be a good time to concentrate on scuppering your nearest rival. Find out who came second in the first race and make a concerted effort to give them a constant beating later on.
- Don't be daft. This one is about as easy as it gets. If you're having trouble now we suggest you get in some serious practice before you try to go any further.

HOT SPOTS

Alaska



For a cheeky shortcut, take the route to the right straight after the first tunnel. When you hit the boost arrows, instead of going through the tunnel, slide to the right and turn into the adjacent entrance. That way you don't have to go anywhere near the top section of track. This should guarantee victory – even on Pro.

Las Vegas

Over the chasm before the start line is a thin strip of track with a jump at the end. You don't even need a boost to be able to clear it, simply powerslide and nudge right when you hit the peak of the jump. Use this route three times in a row and you should sail to victory with ease.



Philadelphia



Make sure you get a boost start and pick up as many tokens and weapons as you can. Always drop items between the gaps through the falling crates – use the shadows to judge the position – and especially to the left of the metal post straight after the start line. The CPU characters always go through here.

FREEWAY PHOBIA

TRACKS: Dakota • Seattle • New York • Chicago

TOP TACTICS



- By now you should be hugging every corner as tightly as you can *and* hitting every speed boost available. Try powersliding at the apex of every jump; this'll lift your kart's nose, giving you more distance and speed.
- It's rare that weapons make any difference to the outcome of these races, so don't go out of your way to pick up power-ups unless you're way behind.
- If you do get to wield a weapon, deposit droppable items in narrow passages or sections of track where the CPU opponents pass regularly. It's also worth putting items next to those already placed on the track.

HOT SPOTS

Seattle



As soon as you exit the car park you'll hit a boost and drop down to the section just before the big 'gutter'. Here, veer left and climb the ramp by powersliding sharply as you go. Powerslide again as you hit the top of the jump, gaining a speed boost, a weapon *and* an extra place in the process.

New York

As soon as you leave the first dark tunnel section and hit the city, don't turn right. Go straight on and along a narrow track topped by a 'Downtown' sign. Slide right to reveal a valuable speed boost. Many CPU karts pass through here too, so try leaving them a Splotcher surprise. Nice.



Chicago

After the eighth turn on the track – just as you leave the greenish section – head up the ramp to the left and powerslide to the right as soon as you enter the small purple room. This'll give you a speed boost, a massive jump down below and hopefully also the lead. Repeat this process over three laps and you'll be guaranteed a victory. Bonzer!



VICTORY VEHICLES

TRACKS: Yellowstone • Washington DC • Everglades • Malibu

TOP TACTICS



- Concentration is the key. Even though you're going to be trying to corner tightly against the inside of each bend, make sure you don't get too cocky. If you hit any dirt you'll slow *right* down, and CPU characters aren't affected in the same way.
- This time round you're going to have far more to contend with: obstacles, multiple paths and racers who have no qualms whatsoever about cheating.
- If a CPU racer threatens to overtake, flip to the reverse view with Bottom-C and wait for them to line up behind. Then let fly with a backwards Baseball Chucker or a Splotcher.

HOT SPOTS

Yellowstone



The boost directly before the stony jump up the hill is a prime spot for depositing a weapon. Lay it right on the boost and you'll certainly mess up the chances of your nearest rival – they'll go for the jump every time. There's also a speed boost hidden behind the scattered rocks that's worth seeking out.

Everglades



Plenty of speed-sapping pools of muddy water here, but stick to the extreme right of the track and you'll find a path that meanders around them all. You'll need to hop left and right, but the CPU racers' stupidity on this section means you'll leave them far behind.

Malibu



If you've got a Spritzer, drive straight for the hills on the first turn to find a shadowy shortcut. In the crate-filled area, go right as you exit the tunnel, then keep the steering wheel central as you drive between the next two crates on the right and the jutting corner on the left, before a quick left at the end.

FRANTIC FINALE

TRACKS: Hawaii • Oregon • Texas • Colorado

TOP TACTICS



- You'll need a character with superb handling for the breathtakingly tight corners you're about to face on these tracks. If you've unlocked Louie, he's ideal.
- Take care with powersliding. In Texas and Hawaii, keeping your finger *off* R is the quickest way to make it around some long turns; and with so many sheer drops, too much skidding almost guarantees that you'll slide off into oblivion.
- The CPU racers have a nasty habit of overtaking right at the end. Keep a decent weapon in reserve, and quickly quit and retry rather than come in third or fourth and blow the championship.

HOT SPOTS

Hawaii



Hairpin turns with coconuts littering your path make this an absolute 'mare. Stick as close as you can to the edge of the track and start powersliding as early as possible. You should be able to steer your way through the coconuts by pushing left or right as you slide. Louie's the man for these sorts of bends.

Oregon



There are two narrow sections here: the grassy path leading to the tunnel, and the bridge over the lake. Both are ideal for placing power-ups on, as the CPU racers are forced to drive over them. You'll be given plenty of Splotches to use if you take the pole position early.

Colorado



As in Las Vegas, there's a perilous bridge over the chasm that lies just behind the finish line. You'll need a fast character or a Spritzer to clear it: simply race over the flat section at top speed, then leap to the right as you hit the tiny ramp to clear the gap and cut out a huge section of track.



HOW TO...

PLAY IMPORT N64 GAMES

N64 PASSPORT COMPATIBLE CODE E93D0054-003F You can play this on your UK machine with a convertor cartridge. v3 only

Want to play the latest Japanese and American releases now? Here's how it's done...

by Alan Maddrell

Let's face it – the UK is poorly served by Nintendo. To this day we sigh at the thought that we can't stroll down to our local electronics emporium and revel in a copy of *Harvest Moon 64*. And with the news that *Sin and Punishment* is unlikely to make an official appearance in Cor-Blimey Land, acquiring a foreign machine or buying a convertor cartridge look like the only ways to guarantee getting the best games first.

Yet it can be a minefield for the uninitiated. Importing games is something of a 'grey market', meaning it's not approved by Nintendo (yet it's widely practised and thoroughly legal), and that's to say nothing of technical issues like signal formats, convertor codes and step-down transformers.

With Gamecube's Japanese launch not so very far away – perhaps sparking thoughts of importing said tasty foreign delight – we thought it about time to set out what you need to know about playing import games, so now you'll be able to revel in titles like *64 O-Sumo* and *Susume! Taisen Puzzle Dama* on your N64. Right then, let's go!

THE BASICS

Japan and the USA use a televisual system called NTSC, whereas the UK – and the rest of the world – use a system called PAL (with the exception of France and Russia, who use a modified version of PAL called SECAM). NTSC has fewer lines than PAL, but updates the screen 60 times a second instead of 50. Historically, convertor carts (see the bit on the next page) that allow you to play PAL games on NTSC machines, and vice versa, would sometimes produce odd side-effects, such as 'letterboxing' or ghost images on the screen. Indeed, even proper, fully-fledged conversions suffered too – the PAL version of *Mario 64* has slightly toned-down colours as a result of the change from NTSC. But increasing expertise at PAL conversion from the likes of Rare has made such problems a thing of the past, and convertors have come on in leaps and bounds, too.

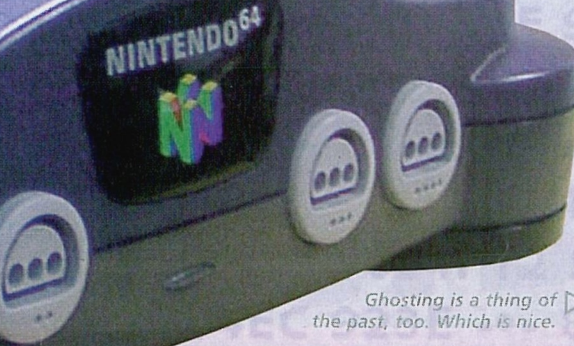


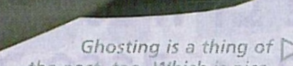
Ah yes, this is how Mario Party 2 should look. Sweet.



But in bygone days, converter carts may have 'letterboxed' it.







Ghosting is a thing of the past, too. Which is nice.

HOW TO... GET YOUR HANDS ON AN NTSC N64

The choice of champions for playing the best games first.



1 We ring an importer to get our hands on an American N64. We first phone CA Games (0141 334 3901), and they say they're £114.99 for any colour, complete with two controllers. Another World (01782 279294) will also do one for £119.99, with two controllers, cables and a step-down (or voltage convertor – see below).



2 You'll need a fairly modern telly with either SCART, composite or S-Video inputs. This is where it can go wrong, but your importer should be able to help you out. Don't necessarily trust the 'advice' of semi-qualified High Street folk if they say the telly won't take an NTSC signal – if your goggle-box is fairly new and from a Japanese company, you should be laughing.

3 Problem: Japan and the US use 110V mains supplies, while we use 240V. Solution one: here at **N64** we simply use the power 'brick' from a PAL N64 in the back of the NTSC machine, as the voltage *after* the power passes through either brick is identical. Solution two: you can use a step-down transformer to convert our 240V into 110V for the US/Japanese brick. These cost £20-30 from electrical specialists if your machine doesn't come with one in the deal. However, **never** run a US or Japanese N64 on **just** its original supply – you'll fry it.



4 Right. Got machine, got the leads, got the right telly, and sorted the power source – now for the games. Again, CA Games and Another World are good places to start looking. Bear in mind that Japanese games can be tricky to understand, which is why we have an 'Accessibility' box in the reviews. Good, eh?

HOW TO... PLAY GAMES ON YOUR UK N64 WITH A CONVERTOR CARTRIDGE

Strapped for cash? A cheaper alternative is the convertor cartridge.

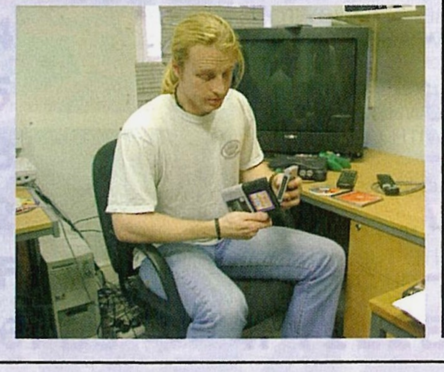


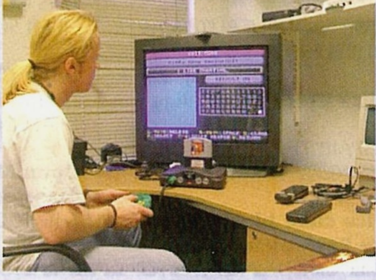
1 This time, we decided to have a go at using a convertor cart, the Passport Plus III, which we've acquired from the Glaswegian guys over at CA Games (0141 334 3901). At 25 bob you can't go far wrong. Most of the abilities of a foreign machine at a fraction of the price.

2 We'll be needing an alternative to our naff old boob-tube. The television you have can make a real difference: ultra-modern ones will work even with just a standard RF (aerial) lead bringing in the N64's signal, whereas others will need composite, S-Video or SCART input. Aged viewing devices just won't take the signal at all. Shame, that.



3 Insert a Nintendo-published PAL game into the back of the convertor cart and the foreign title into the top slot – recent PAL games work best. Be wary, mind – tales abound of data saved onto the PAL cart itself being wiped from its memory. Not fun.





4 You can also put in cheat codes, some of which come preloaded. More importantly, newer NTSC games will require certain codes to work with the cart at all – your importer might be able to help on this front. We needed a code to get *S&P* to work, but it was well worth getting hold of it. Which is why from now on we'll print a conversion code in the review if necessary.

LIKE A JAPANESE BABY

If you fancy importing Game Boy games, you'll be pleased to hear that there are no regional differences. In fact, the only problem with an imported version of *Pokémon Gold/Silver*, for example, is managing to decipher the reams of Japanese text. *Crystal* is a slightly different matter because of its GB mobile phone adaptor compatibility – you won't be able to use that function unless you fancy paying for several hours' worth of calls to Japan and have a Japanese mobile, too.

MAGNEMITE :L18
WOOPER :L8 5/ 28
Enemy MAGNEMITE used SONICBOOM!

TURNING JAPANESE

So you've acquired an American machine, but tried shoving in a Jap cart to no avail. The two nobbles inside the cart slot are all that stand in the way, but you need to open the thing up to remove them. Snaffle a fancy screwdriver from an electronics shop (a ZE1 tamperproof, to be exact) and open up the console. Unscrew and remove the grey nobbly bit in the cart slot, or carefully chop off the nobbles with a hacksaw. This'll invalidate your warranty, mind.

DON'T MISS

Particular import must-haves include:
Custom Robo (**N64**/41, 83%)
Sin and Punishment (**N64**/51, 89%)
Harvest Moon 64 (**N64**/39, 90%)
64 O-Sumo (**N64**/11, 90%)
Mario Story (**N64**/47, 85%)
Starcraft 64 (**N64**/45, 78%).
Tamagotchi World 64 (**N64**/12, 79%) might be worth a look, too.



Cheats, codes and tips for your favourite N64 carts!

TIPS EXTRA

Exclusive Banjo-Kazooie codes!

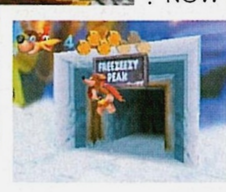


Cripes! Just as we were going to press, these incredible *Banjo-Kazooie* codes – which **Al Pierce** of **Wiltshire** and **Mitchell Kleiman** of **New Jersey, USA** have spent the best two years coming up with – crash-landed in the office. Finally, you can open up the hidden areas in *B-K* and grab the secret objects within, including that elusive Ice Key. Get to it!

ENTERING THE CODES

Run to the right in Treasure Trove Cove and climb the stack of crates. Now drop down to find Leaky the Bucket – pump eggs in his direction and he'll drain the pool nearby, allowing you to enter the sandcastle. Use the Beak Buster to spell 'BANJOKAZOOIE', defeat the crab and grab the Jiggy. Now you can enter any of the cheats listed on these two pages – but you'll need to bash out 'CHEAT' before spelling each one. Ignore the spaces – they're just there to make reading the codes easier.







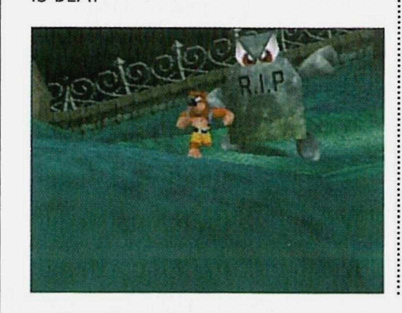
THE CODES

Open note doors
THESE GO RIGHT ON THROUGH NOTE DOOR TWO

NOTE DOOR THREE GET IN FOR FREE

TAKE A TOUR THROUGH NOTE DOOR FOUR

USE THIS CHEAT NOTE DOOR FIVE IS BEAT



THIS TRICKS USED TO OPEN NOTE DOOR SIX

THE SEVENTH NOTE DOOR IS NOW NO MORE

Raise pipes near Clanker's Cavern
BOTH PIPES ARE THERE TO CLANKERS LAIR

YOULL CEASE TO GRIPE WHEN UP GOES A PIPE

Open grilles and breakable walls
ONCE IT SHONE BUT THE LONG TUNNEL GRILLE IS GONE

THE GRILLE GOES BOOM TO THE SHIP PICTURE ROOM

SHES AN UGLY BAT SO LETS REMOVE HER GRILLE AND HAT

THEY CAUSE TROUBLE BUT NOW THEYRE RUBBLE

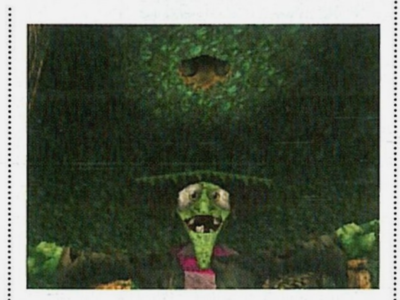
Reveal Click Clock Wood Jiggy podium
DONT DESPAIR THE TREE JIGGY PODIUM IS NOW THERE

Remove ice cube blocking Freezeezy Peak picture
ITS YOUR LUCKY DAY AS THE ICE BALL MELTS AWAY

Remove webs that block doors
WEBS STOP YOUR PLAY SO TAKE THEM AWAY

Smash the eye on Grunty face
GRUNTY WILL CRY NOW YOUVE SMASHED HER EYE

Raise water level
UP YOU GO WITHOUT A HITCH UP TO THE WATER LEVEL SWITCH



Remove gate and lid to Mad Monster Mansion crypt
YOU WONT HAVE TO WAIT NOW THERES NO CRYPT GATE

THIS SHOULD GET RID OF THE CRYPT COFFIN LID

OPEN LEVELS

Open Treasure Trove Cove
THIS COMES IN HANDY TO OPEN SOMEWHERE SANDY

Open Clanker's Cavern
THERES NOWHERE DANKER THAN IN WITH CLANKER

Open Mad Monster Mansion
THE JIGGYS NOW MADE WHOLE INTO THE MANSION YOU CAN STROLL



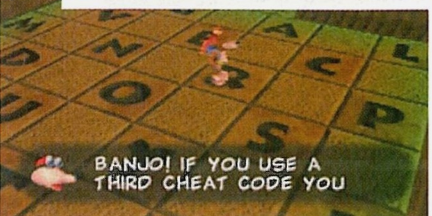
Open Gobi's Valley
GOBIS JIGGY IS NOW DONE TREK ON IN AND GET SOME SUN

Open Click Clock Wood
THIS ONES GOOD AS YOU CAN ENTER THE WOOD

Open Freezeezy Peak
THE JIGGYS DONE SO OFF YOU GO INTO FREEZEEZY PEAK AND ITS SNOW

Open Bubblegloop Swamp
NOW INTO THE SWAMP YOU CAN STOMP





Unlock yellow egg

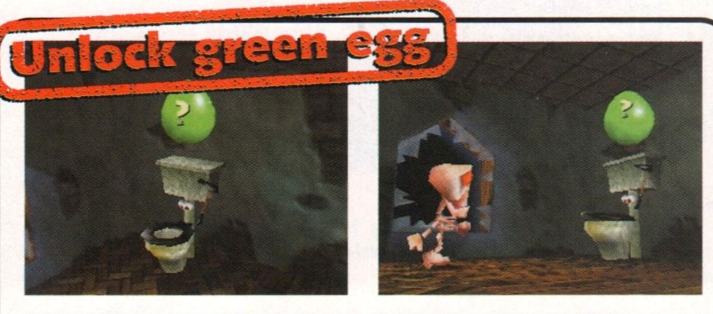
NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE
How to get it: Step inside Click Clock Wood's winter door, then follow the path that wraps around the tree, leaping in and out of the holes in the bark. At the top, leap the gaps in the icy path to Nabnut's house. You'll need to break a window to get inside, and there's the egg.

Unlock red egg



THIS SECRET YOULL BE GRABBIN IN THE CAPTAINS CABIN
How to get it: Run towards the front of the ship in Rusty Bucket Bay, and head for the lifeboat on the far side. There are two portholes nearby – break open the left-hand one, then climb inside. The egg is on the Captain's bed.

Unlock green egg



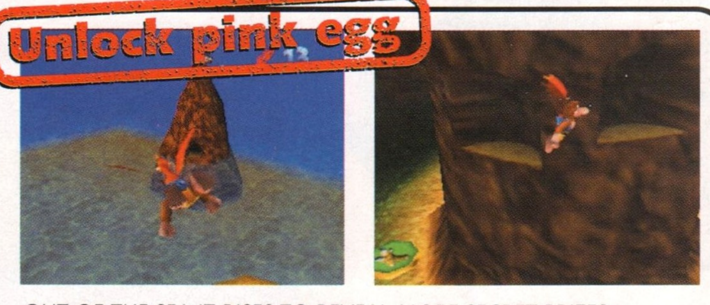
AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM
How to get it: First, climb the drainpipe in Mad Monster Mansion and break the small lit window on the roof. Then find Mumbo's hut, and, as the pumpkin, use the ramp through the hole in the churchyard hedge to climb through to Loggo and the egg.

Unlock blue egg



A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE
How to get it: After using the shoes to cross the quicksand in Gobi's Valley, find the nearest flight pad and soar over to the newly-opened door. Inside, stamp on the golden switch and the sarcophagus will open to reveal the egg.

Unlock pink egg



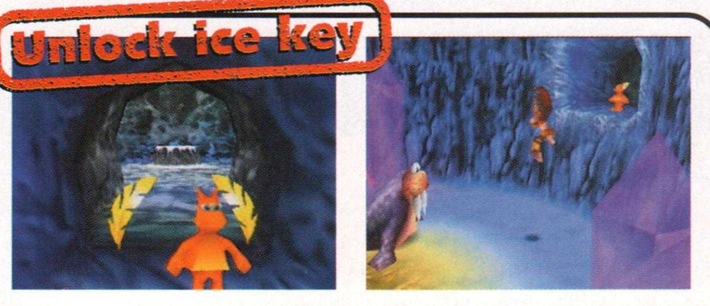
OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES
How to get it: This one's easy. Find a flight pad in Treasure Trove Cove and wing it over to the new door in Sharkfood Island, opposite the sandcastle. Inside, you'll need to leap in and out of the indentations in the tower to reach the egg.

Unlock cyan egg



DONT YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR
How to get it: This egg's in Mad Monster Mansion, too. Scamper around the central house and find the sloped wooden door on the ground towards the back. Use your Beak Buster on it, drop down, then enter the first barrel to find the egg.

Unlock ice key



NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE
How to get it: Make your way into Freezeezy Peak, slide down the first slope, then run clockwise around the level and climb the second slope you see using the Talon Trot. Step into Wozza's Cave at the top, then leap into the tunnel in the wall to grab the Ice Key.



SO WHAT NEXT?

If you've nabbed the Ice Key and all the eggs, you'll be able to access a new section on the 'View All Totals' menu – the curious 'Stop 'n' Swop' screen. We'll wager it's something to do with transferring the eggs over to *Banjo-Tooie*, where Heggy the Hen will hatch them for you – but we've no idea exactly how it works. Can *you* help? If so, inform us via this address...
**I've found the *BK-BT* link!,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.**
There'll be a prize for the first person to crack the secret...





ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

Turok 3

Infinite Life Units	813334FC 0063
Infinite Arrows	81333928 0063
Have Shotgun	80333950 0001
Infinite Shotgun Ammo	81333932 0064
Have Grenade Launcher	80333954 0001
Infinite Grenade Ammo	8133340a 0064

Donkey Kong

For these, do *not* have the code generator turned on, and do *not* use too many cheats.

(NB: The *Zelda* keycode is also required.)

Infinite Orange Bombs	817FCB84 0007
Infinite Crystal Coconuts	817FCB86 069E
DK Infinite Bananas on Jungle Japes	817FC89A 0064
DK Infinite Bananas on Angry Aztecs	817FC89C 0064
DK Infinite Bananas on Factory Level	817FC89E 0064
DK Infinite Bananas on Galleon Level	817FC8FE 0064
DK Infinite Bananas on Fungi Forest	817FC8A2 0064
DK Infinite Bananas on Creepy Castle	817FC8A6 0064
DK Infinite Bananas on Crystal Caves	817FC8A4 0064
Give DK five Golden Bananas on Jungle Japes	817FC8D2 0005
Give DK five Golden Bananas on Angry Aztecs	817FC8D4 0005
Give DK five Golden Bananas on Frantic Factory	817FC8D6 0005
Give DK five Golden Bananas on Gloomy Galleon	817FC8D8 0005
Give DK five Golden Bananas on Crystal Caves	817FC8DC 0005
Give DK five Golden Bananas on Creepy Castle	817FC8DE 0005
Give DK five Golden Bananas on DK Isle	817FC8E0 0005
Give Diddy five Golden Bananas on Jungle Japes	817FC930 0005
Give Diddy five Golden Bananas on Angry Aztecs	817FC932 0005
Give Diddy five Golden Bananas on Frantic Factory	817FC934 0005
Give Diddy five Golden Bananas on Gloomy Galleon	817FC936 0005
Give Diddy five Golden Bananas on Fungi Forest	817FC938 0005
Give Diddy five Golden Bananas on Crystal Caves	817FC93A 0005
Give Diddy five Golden Bananas on Creepy Castle	817FC93C 0005
Give Diddy five Golden Bananas on DK Isle	817FC93E 0005

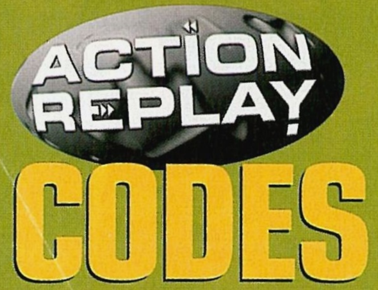




All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES

cut out and send



Send to: Action Replay codes, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name.................................

Address.................................

....

....

....

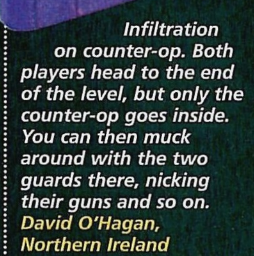
....

Postcode ....

READERS' TOP 15 TIPS



The best one wins an Action Replay Equalizer Extreme from Datel (01785 810800) and an exclusive **N64** pin badge.



Tip of the month

1 Pokémon Stadium
To beat Mewtwo, use Electrode's Thunderwave and Flash moves until he loses. Then use Persian's Screech attack until he faints. Then do the same with Meowth and Tentacruel. Next, use Onix's Selfdestruct and Mewtwo will be defeated!
Aaron Reynolds, Stockport



2 Perfect Dark
In the Institute, collect the Devastator by saving both people in Grimshaw's lab. When you have to destroy the sensitive information, use the Devastator and you won't need the laser.
Lennie Pepper, via email

3 Wrestlemania 2000
Give Mark Henry D'Lo Brown's music and they'll come out to the ring together. If you set Thrasher's music for Chaz, they'll come out as the Headbangers.
Darren Page, Swansea



4 Castlevania: Legacy of Darkness
When facing the first werewolf boss in the Duel Tower, stand on the edge of the platform. Dodge him when he jumps at you and he'll fall in the water. Idiot.
Sam Wilding, Lincolnshire

5 Zelda: Ocarina of Time
As child Link, get out a bomb and go to see the owl. He will start talking to you.



You should still be able to hear the bomb ticking away, but then it will stop. When the owl finishes talking, you will find that the bomb has disappeared!
Andrew Curtis, Kings Lynn

6 TWINE
In Elektra's mansion, get out of your room and poison someone. Punch them and they'll disappear, but won't be counted as dead.
Matthew Halfpenny, Sutton

7 Perfect Dark
In the Datadyne building, get a cloaking device and head to the floor with the guard with two Falcons. Enter the door by the lift on



the left. Push the guard's desk against the left wall and the plant in front of him and he'll get down to some gardening.
Hugh Cox, via email

8 TWINE
On the first level, shoot the fire extinguishers to release a deadly foam on your enemies. Shoot them with a high-powered gun and they'll explode.
Matthew Halfpenny, Sutton

9 Perfect Dark
On Air Force One, find the guard in the toilet. Throw the timed mine at him and close the door. If you get it right, the fellow will be floating in mid-air after the explosion.
Jack Stewart, Birmingham



10 Wrestlemania 2000
Set your Front Turnbuckle strong grapple as Powerbomb into Turnbuckle. Irish Whip someone into the turnbuckle. By holding Bottom-C, head towards the turnbuckle but not onto it, and you'll spin around aimlessly.
Neil Chittenden, via email

11 Perfect Dark
When escaping the Datadyne building, kill the bottom-floor guards, then go up in the lift. Kill the guard immediately on your right as you leave the lift. Get his key and take it to the main door in the lobby and you can now leave the building.
Leo Himanka, Finland





12 Zelda: Ocarina of Time
When you first become an adult, talk to the rolling Goron. Exit the cave and re-enter. Talk to him again and he'll float in mid-air!
Marzag, via email

13 Perfect Dark
Go into Area 51:



Infiltration on counter-op. Both players head to the end of the level, but only the counter-op goes inside. You can then muck around with the two guards there, nicking their guns and so on.
David O'Hagan, Northern Ireland

14 Jet Force Gemini
Pick up a Tribal's lantern when he drops it. You can put it to use as flamethrower ammo.
Daniel Grimes, Leeds

15 Perfect Dark
On Area 51: Escape, when you wake Elvis up, go immediately up to the computers. Activate them. They won't work, but don't worry. Go down and briefly speak to Elvis by the ship, then run back and activate the computers again. Mission complete, in half the time.
Olli Nordling, Finland



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name.......................................

Address.......................................

....

....

....

....

Postcode.......................................

Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Eight challenges to test the best.

GAME ON

The season of goodwill is over. The crackers have been pulled, the prezzies have been opened and turkeys across the land have long since been stuffed, but thankfully Game On is still here to keep you entertained and cheery.

So, if your granny foolishly bought you *Tom & Jerry* instead of *Majora's Mask*, or – like Alan – you only received a tangerine and a lump of coal, you'll be glad to hear that we have another fine selection of post-yuletide winter warmers for those tried and tested titles... Enjoy.

PERFECT DARK — *Slow Shot Robot*







Christopher Reavey from **Switzerland** has come up with this fiendish accuracy test that'll tax even the hardiest of sharp-shooters. Activate the All Weapons and Invincibility cheats, and make your way into the Air Base. First clear the area of guards – to make things a little easier – then select the Magnum and try to take out each of the tiny cleaning bots. They're much tougher to hit than they look and you're only allowed *one* shot per bot. If, somehow, you find this easy – which it most certainly isn't – try doing it from the escalator; very tricky indeed, but immensely satisfying once you pull it off.

DESTROYED		4		3		2



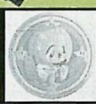


TUROK 3 — *Raptor Hunt*

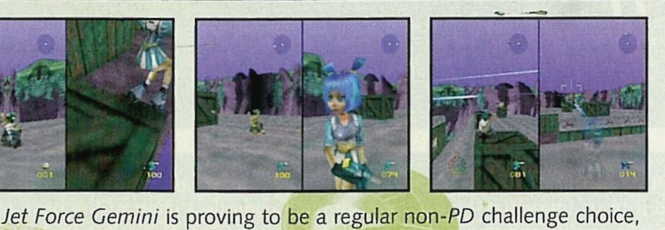




Ian Lawrence from **Ipswich** is the first off the mark with the *T3* challenges. This game requires two players in a team to take control of the dinosaur-slaying siblings. Set all your handicaps to normal, and choose two Raptors as opponents in the second team with life handicapped to -9. Now set a ten-minute time limit for the challenge and enter the arena of your choice. See how many Raptor kills you can rack up before one of the dinos tops one of you. Dish out medals for total kills.

RAPTOR DEATHS		15		14-10		UP TO 9

JET FORCE GEMINI — *Run Lupus, Run*







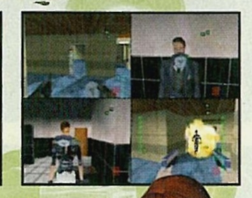
Jet Force Gemini is proving to be a regular non-*PD* challenge choice, and here's another beauty, this time from **Chris Smith** of **Durham**. Begin a two-player match on Close Quarters, with weapons on heavy. One player must be Lupus, the other can be whoever they wish. While Lupus heads for the rooftops – with *no* weapons – the other person must collect as many guns as he or she can before following him. Lupus must choose one rooftop to stay on, while the other player can go anywhere on the other three. Start a stopwatch. Lupus has to try to stay alive for as long as possible while the other player attacks him. Award medals for the length of time Lupus lasts.

MINUTES SURVIVED		2		1.5		1

PERFECT DARK — *Cop Shop*







Michael Rose from **Manchester** has come up with this great four-player challenge for *PD*. Set all weapons to remote mines, apart from one which must be a Falcon 2. Now designate one player to be the police officer – the others will be the bad guys – and start a Felicity game with all limits set to zero. The police officer can only use remotes, while the other three can only use the pistol. If the officer attaches a mine to one of the other players, that person is 'caught' and must go to prison in the toilets and stay there for the rest of the game. The officer must try to send as many hoodlums to prison as possible before he's killed. Award medals for the number of wrong-doers incarcerated.

IN JAIL		3		2		1

LYLAT WARS — Corneria Challenge






This is top stuff. We love any chance to revisit an old classic, so our thanks go out to **Chris Lowe** from **Tyne & Wear** for sending in this challenge. Basically, all you have to do is complete Corneria without being hit once. *However*, you're not allowed to fire (until you reach the boss), boost or barrel roll, etc – you've just got the analogue stick to manoeuvre your ship. This is a deceptively tricky undertaking. Award yourself a medal according to the view and/or difficulty setting on which you complete the level.

COMPLETED ON  EXPERT  COCKPIT VIEW  NORMAL

PERFECT DARK — Crate Footie



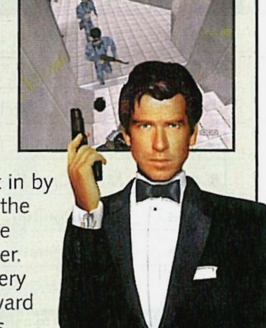


Here's another *PD* four-player game, courtesy of Peter **Ocampo** from **Reading**. Switch on the Invincibility and Unlimited Ammo cheats. Now set every weapon to RC-P120 before entering the Warehouse. Each player should pick up an RC-P, someone needs to grab a Hovercrate, and you should all head to one large room. Put the crate in the centre and get each player to pick a wall as the goal they have to defend. The aim is to shoot the crate against an opponent's wall, while defending your own. You may shunt the crate, but *not* grab it. Award medals for your finishing places.

RANKING  1ST  2ND  3RD

GOLDENEYE 007 — Bald Guards

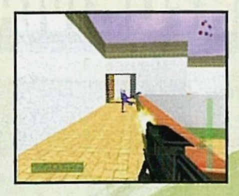




This single-player Bond-based challenge was sent in by **Harry Wilson** from **Hinckley**. First of all, activate the Invisible Bond and All Guns cheats. Now enter the second Bunker level and whip out your watch laser. Your objective is to try to knock the hat off of every guard's head, but without killing a single one. Award yourself a medal depending on how many guards you manage *not* to kill.

KILLS  0  2  5

PERFECT DARK — Ammo Bandits


Cheers to **Kara Panetta** from **Fife** for this rather innovative challenge. Set up a single-player game in your favourite arena with two teams. On your side, pick three Normal sims, but for the 'Bot' team choose two Perfect sims, one Kaze sim, one Judge sim and one Peace sim. Put all of the limits up, except for the ten-minute game time. Set weapons to the Laptop Gun, RC-P, Phoenix, Slayer, Falcon 2 and Cyclone. The aim of the game is to collect all of the guns with full ammo (including the clip in your gun), in the allotted time, without being killed. Much harder than it seems…

GUNS AND AMMO  ALL GUNS FULL AMMO  ALL GUNS SOME AMMO  SOME GUNS SOME AMMO

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for…
Zelda: Majora's Mask • WWF No Mercy
The World is Not Enough • Mickey's Speedway
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!





Send your challenges to:
Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



I'M THE BEST

Where the bodybuilders of the gaming world oil up and flex.

Right then, let's get down to business. A new year is here, so what do you say to a new I'm the Best? Well, not all-new – there's too much good stuff to throw it all away, but how about even more new leagues?

Check out the list of games on the right, then have a squint though your cart collection. Any matches? Hope so. Now engage your top gaming gear and help us pack I'm the Best with even more talent in 2001. Go to it!

New Leagues

We're after your very best times and scores for all of these top titles:

THE WORLD IS NOT ENOUGH, RUSH 2049, PERFECT DARK (ON PERFECT AGENT), POKÉMON SNAP, MICKEY'S SPEEDWAY





STAR PERFORMANCE in conjunction with EQUALIZER XTREME



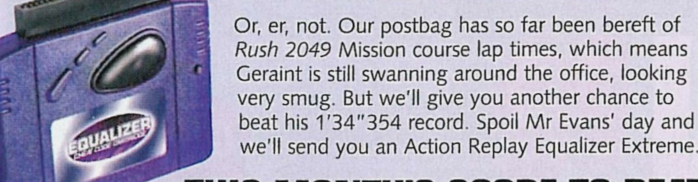
Ah, so close! If it hadn't been for John Jehan's ace *Mario Golf* times last issue, Chris Webb from Gloucester would have put himself back at the top of all our *MG* leagues. Shame. But then we clocked Chris' Marathon score on *The New Tetris* and realised he'd have something to be happy about after all – clinching this month's Star Performance.

Chris racked up a massive *10,484* lines. Ulp. Kittsy was visibly shocked – and that takes a lot. Hence why a prize, in the form of an Action Replay Equalizer Extreme cart from Datel (01785 810826, www.codejunkies.co.uk), will be Chris-bound soon.

If *you* fancy winning one too, send us evidence of how great you are at one of your games, remembering to mark the envelope 'Star Performance'.

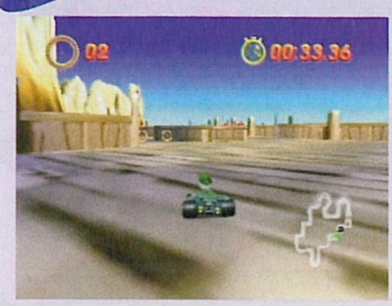
NEW HIGH SCORE!





Or, er, not. Our postbag has so far been bereft of *Rush 2049* Mission course lap times, which means Geraint is still swanning around the office, looking very smug. But we'll give you another chance to beat his 1'34"354 record. Spoil Mr Evans' day and we'll send you an Action Replay Equalizer Extreme.

THIS MONTH'S SCORE TO BEAT



Don your best black dinner plate-style fake ears and get busy with Mickey's Speedway. Geraint notched up a rather natty Time Trial result of 35.91 on Malibu, and, quite simply, your task is to beat it. Get your time in soon – we'll name the winner in N64/53 and send them an Action Replay Equalizer Extreme cart as a reward.



Track & Field

100M DASH

1	9.28s	Tony Dunster, *London*
1	9.28s	Mark Dunster, *London*
3	9.43s	Liam O'Connell, *Dorking*
3	9.43s	Darren Bolton, *Lincs*
5	9.44s	Marie Crowther, *Kent*
5	9.44s	Steve Poulton, *Yeovil*
5	9.44s	Edward Smith, *Trowbridge*
5	9.44s	Ashley Wright, *Ilkley*

110M HURDLES

1	12.64s	Mark Dunster, *London*
1	12.64s	Tony Dunster, *London*
3	12.68s	Darren Bolton, *Lincs*
3	12.68s	Carl Hutchings, *Peterboro'*
5	12.76s	Mark Wyss, *Glos*
5	12.76s	Edward Smith, *Trowbridge*
5	12.76s	Andrew Simmonds, *Hants*

TRIPLE JUMP

1	19.11m	Ashley Wright, *Ilkley*
2	19.10m	George Vaughan, *Coventry*
3	19.09m	Andrew Witham, *Glos*
3	19.09m	Edward Smith, *Trowbridge*
3	19.09m	Kevin Holland, *Guernsey*

100M FREESTYLE

1	0'46"22	Roger Santen, *Lincs*
2	0'46"29	Liam O'Connell, *Dorking*
3	0'46"33	Carl Hutchings, *Peterboro'*
4	0'46"37	Tony Dunster, *London*
4	0'46"37	Ashley Wright, *Ilkley*
4	0'46"37	Eddie Lunec, *Newcastle*
4	0'46"37	Andrew Simmonds, *Hants*

100M BREASTSTROKE

1	1'00"56	Mark Dunster, *London*
2	1'00"64	Carl Hutchings, *Peterboro'*
3	1'00"68	Tony Dunster, *London*
3	1'00"68	Kevin Holland, *Guernsey*
5	1'00"72	Adam Bolton, *Lincs*

HAMMER

1	101.25m	Darren Bolton, *Lincolnshire*
2	101.24m	Per Strand, *Sweden*
3	101.22m	Darren Le-warne, *Hants*
4	101.21m	Adam Bolton, *Lincolnshire*
5	101.19m	Edward Smith, *Trowbridge*
5	101.19m	Julie Barker, *Lincolnshire*

HORIZONTAL BAR

4	10.00pts	Stuart Richards, *Dorking*
4	10.00pts	Nicholas Hughes, *Scotland*
4	9.99pts	Darren Le-warne, *Hants*
4	9.99pts	Carl Hutchings, *Peterboro'*
4	9.98pts	Ramsay Melville, *Fife*

TRAP SHOOTING

1	444pts	Per Strand, *Sweden*
2	426pts	David Crowther, *Kent*
3	421pts	Marie Crowther, *Kent*
4	419pts	Tony Dunster, *London*
4	419pts	Kevin Holland, *Guernsey*

CHAMPIONSHIP

1	11237pts	Edward Smith, *Trowbridge*
2	11079pts	Darren Bolton, *Lincs*
3	10827pts	Tony Dunster, *London*
4	10807pts	Adam Bolton, *Lincs*
5	10782pts	Mark Dunster, *London*

Perfect Dark



BEST AGENT MODE TIMES

DATADYNE: DEFECTION

1	0:37	Gary Carney, *Newcastle-upon-Tyne*
1	0:37	Jan-Erik Spangberg, *Sweden*
3	0:38	Arif Mollah, *Rochdale*
4	0:39	Jonathan Steinberg, *Sweden*
4	0:39	Ben Gooch, *Tamworth*

DATADYNE: INVESTIGATION

1	1:36	Jan-Erik Spangberg, *Sweden*
2	1:37	Gary Carney, *Newcastle-upon-Tyne*
3	1:39	Anthony Ratnasothy, *Essex*
4	1:41	Damien Golding, *Watford*
4	1:41	Jonathan Steinberg, *Sweden*
4	1:41	Tony Dunster, *London*

DATADYNE: EXTRACTION

1	1:19	Gary Carney, *Newcastle-upon-Tyne*
1	1:19	Jan-Erik Spangberg, *Sweden*
3	1:27	Arif Mollah, *Rochdale*
4	1:30	Tony Dunster, *London*
4	1:30	Ben Gooch, *Tamworth*

CARRINGTON VILLA

1	1:21	Jan-Erik Spangberg, *Sweden*
2	1:25	Gary Carney, *Newcastle-upon-Tyne*
3	1:30	Tony Dunster, *London*
4	1:32	Arif Mollah, *Rochdale*
5	1:35	Griffin Leadabrand, *Australia*

CHICAGO: STEALTH

1	0:18	Gary Carney, *Newcastle-upon-Tyne*
2	0:19	Jan-Erik Spangberg, *Sweden*
2	0:19	Tony Dunster, *London*
4	0:28	Arif Mollah, *Rochdale*
5	0:30	Jonathan Steinberg, *Sweden*

G5 BUILDING: RECONNAISSANCE

1	0:54	Gary Carney, *Newcastle-upon-Tyne*
2	0:58	Jan-Erik Spangberg, *Sweden*
3	1:06	Arif Mollah, *Rochdale*
3	1:06	Jonathan Steinberg, *Sweden*
5	1:15	Tony Dunster, *London*

AREA 51: INFILTRATION

1	1:24	Gary Carney, *Newcastle-upon-Tyne*
2	2:04	Andrew Simmonds, *Hampshire*
3	2:14	Sam Harkins, *Abingdon*
4	10:25	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

AREA 51: RESCUE

1	1:55	Gary Carney, *Newcastle-upon-Tyne*
2	2:47	Sam Harkins, *Abingdon*
3	2:49	Andrew Simmonds, *Hampshire*
4	2:57	Robert Woodward, *Wirral*
5	16:59	Jonathan Mansour, *Liverpool*

AREA 51: ESCAPE

1	2:41	Gary Carney, *Newcastle-upon-Tyne*
2	3:19	Andrew Simmonds, *Hampshire*
3	3:32	Sam Harkins, *Abingdon*
4	3:44	Robert Woodward, *Wirral*
5	3:47	Jonny Evans, *Pembroke Dock*

AIR BASE: ESPIONAGE

1	1:28	Gary Carney, *Newcastle-upon-Tyne*
2	1:52	Ben Gooch, *Tamworth*
3	1:57	Anthony Ratnasothy, *Essex*
4	2:04	Alex Newman, *Herne Bay*
4	2:04	Andrew Simmonds, *Hampshire*

AIR FORCE ONE

1	1:03	Gary Carney, *Newcastle-upon-Tyne*
2	1:07	Robert Harrison, *Wakefield*
3	1:13	Ben Bryce, *Worthing*
3	1:13	Jonathan Steinberg, *Sweden*
3	1:13	Ben Gooch, *Tamworth*

CRASH SITE: CONFRONTATION

1	1:41	Gary Carney, *Newcastle-upon-Tyne*
2	2:31	Sam Harkins, *Abingdon*
3	2:38	Andrew Simmonds, *Hampshire*
4	15:28	Jonathan Mansour, *Liverpool*
5		Send in your times – this could be you!

PELAGIC II: EXPLORATION

1	1:09	Gary Carney, *Newcastle-upon-Tyne*
2	2:06	Sam Harkins, *Abingdon*
3	8:16	Jonathan Mansour, *Liverpool*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

DEEP SEA: NULLIFY THREAT

1	4:42	Gary Carney, *Newcastle-upon-Tyne*
2	4:51	Sam Harkins, *Abingdon*
3	10:49	Jonathan Mansour, *Liverpool*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

CI: DEFENCE

1	1:01	Gary Carney, *Newcastle-upon-Tyne*
2	1:32	Sam Harkins, *Abingdon*
3	1:34	Andrew Simmonds, *Hampshire*
4	1:40	Jonny Evans, *Pembroke Dock*
5	3:10	Jonathan Mansour, *Liverpool*

ATTACK SHIP: COVERT ASSAULT

1	3:22	Gary Carney, *Newcastle-upon-Tyne*
2	4:00	Sam Harkins, *Abingdon*
3	6:06	Jonathan Mansour, *Liverpool*
4	6:54	Andrew Simmonds, *Hampshire*
5		Send in your times – this could be you!

SKEDAR RUINS: BATTLE SHRINE

1	1:44	Gary Carney, *Newcastle-upon-Tyne*
2	2:53	Sam Harkins, *Abingdon*
3	5:15	Andrew Simmonds, *Hampshire*
4		Send in your times – this could be you!
5		Send in your times – this could be you!

MR BLONDE'S REVENGE

1	1:48	Jan-Erik Spangberg, *Sweden*
2	1:50	Gary Carney, *Newcastle-upon-Tyne*
3	1:53	Matthew Li Kam Wa, *Lancashire*
4	1:57	Arif Mollah, *Lancashire*
5	2:00	Ian Calderwood, *Herts*

DK 64



RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	238	Eoin O'Gorman, *Co. Tipperary*
3	232	Jarl Andre Eltvik, *Norway*
4	228	Ben Gooch, *Tamworth*
4	228	Joseph Jennings, *Birmingham*
4	228	Arkadiusz Gabreycki, *Poland*
7	226	Ruben Larsen, *Norway*
7	226	James Hogg, *Barnet*
9	224	Becki Harrison, *Coventry*
9	224	Lorne Tietjen, *Woking*

ENGUARDE ARENA

1	385	Sean Matthews, *Paisley*
2	365	Gavin Fuller, *Romford*
2	365	Arkadiusz Gabreycki, *Poland*
4	360	Gary Harmson, *Halifax*
5	350	Tom Craven, *Clitheroe*
6	345	Janne Kaitila, *Finland*
7	330	Lorne Tietjen, *Woking*
8	315	Scott Fitzgerald, *Dorset*
8	315	Kyan Kia, *Halifax*
10	305	Thomas Pearce, *Trowbridge*

DK ARCADE

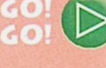
1	170300	Ben Gooch, *Tamworth*
2	154900	Mat Isaia, *Australia*
3	127100	Griffin Leadabrand, *Australia*
4	92500	Matthew Sexton, *Bedford*
5	92400	Gary Harmson, *Halifax*
6	76000	Andrew Simmonds, *Hampshire*
7	64400	Michael Oakes, *Liverpool*
8	59600	Janne Kaitila, *Finland*
9	55100	Thomas Pearce, *Trowbridge*
10	53000	Morten Tronstad, *Norway*

JETPAC

1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
6	84	Tom Craven, *Lancashire*
7	83	Jenna Blackman, *Pagham*
7	83	Timothy Staines, *Ilford*



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:13.262	Thomas Hower, *Denmark*
2	0:21.726	Matthew Mowlam, *Cowes*
3	0:22.086	Joel Ashby-Davis, *London*
4	0:23.912	Chris Turner, *Cheshire*
5	0:26.334	Ben Wilkins, *Australia*

MON GAZZA SPEEDWAY		
1	0:06.853	Matthew Mowlam, *Cowes*
2	0:06.941	Thomas Hower, *Denmark*
3	0:08.397	Matthew Love, *London*
4	0:10.385	Guy Taylor, *Peterborough*
5	0:11.184	Chris Turner, *Cheshire*

BEEDO'S WILD RIDE		
1	0:45.298	Thomas Hower, *Denmark*
2	0:52.415	Jan-Erik Spangberg, *Sweden*
3	0:53.634	Matthew Mowlam, *Cowes*
4	0:53.650	Ben Wilkins, *Australia*
5	0:56.431	Anthony Ratnasothy, *Essex*

MALASTARE 100		
1	0:26.720	Thomas Hower, *Denmark*
2	0:30.140	Ben Wilkins, *Australia*
3	0:31.002	Guy Taylor, *Peterborough*
4	0:31.844	James McClosky, *Co. Derry*
5	0:33.306	Tom Beasley, *Bushy*

VENGEANCE		
1	0:53.359	Thomas Hower, *Denmark*
2	1:02.249	Jan-Erik Spangberg, *Sweden*
3	1:03.355	Ben Wilkins, *Australia*
4	1:07.810	Anthony Ratnasothy, *Essex*
5	1:07.978	Tom Beasley, *Bushy*

SCRAPPERS RUN		
1	0:24.551	Thomas Hower, *Denmark*
2	0:32.955	Ben Wilkins, *Australia*
3	0:33.333	Matthew Durrant, *Bognor Regis*
4	0:34.957	James McClosky, *Co. Derry*
5	0:35.589	Jan-Erik Spangberg, *Sweden*

ANDO PRIME CENTRUM		
1	0:36.474	Thomas Hower, *Denmark*
2	0:43.932	Matthew Mowlam, *Cowes*
3	0:50.213	Tom Beasley, *Bushy*
4	0:51.332	Ben Wilkins, *Australia*
5	0:51.649	Jan-Erik Spangberg, *Sweden*

EXECUTIONER		
1	1:09.957	Thomas Hower, *Denmark*
2	1:16.516	Jan-Erik Spangberg, *Sweden*
3	1:21.040	Ben Wilkins, *Australia*
4	1:22.029	Anthony Ratnasothy, *Essex*
5	1:23.611	Luke Oswin, *Leicester*

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'14"690	Adam Tucker, *Great Yarmouth*
4	1'15"246	Phil Hughes, *Widnes*
5	1'15"756	David Van Moer, *Belgium*

BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
4	1'30"947	David Van Moer, *Belgium*
5	1'31"999	Tony Dunster, *London*

SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'22"696	Adam Tucker, *Great Yarmouth*
4	1'23"527	Phil Hughes, *Widnes*
5	1'24"497	Matthew Flitton, *Cambridge*

DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'19"333	Andrew Mills, *Dundee*
5	1'22"152	D. D. Ramone, *Carlisle*

FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
4	1'15"183	D. D. Ramone, *Carlisle*
5	1'17"414	Andrew Mills, *Dundee*

RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
4	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
5	1'34"935	Phil Hughes, *Widnes*

SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
4	2'01"163	Phil Hughes, *Widnes*
5	2'02"173	D. D. Ramone, *Carlisle*

PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
4	1'52"832	Adam Tucker, *Great Yarmouth*
5	1'52"920	Phil Hughes, *Widnes*

Ridge Racer 64



RIDGE RACER NOVICE		
1	0'56"780	Thomas Hower, *Denmark*
2	0'57"320	Jan-Erik Spangberg, *Sweden*
3	0'59"880	Stephen Cairns, *Edinburgh*
4	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE		
1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'46"820	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE NOVICE		
1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'40"660	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION INTERMEDIATE		
1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	4'10"760	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE INTERMEDIATE		
1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	2'00"160	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXPERT		
1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'29"560	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

REVOLUTION EXPERT		
1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	3'01"080	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RENEGADE EXPERT		
1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'55"740	Thomas Hower, *Denmark*
3	Send in your times – this could be you!	

RIDGE RACER EXTREME		
1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'17"800	Stephen Cairns, *Edinburgh*
3	2'28"360	Thomas Hower, *Denmark*

Pokémon Snap



REPORT TOTALS		
1	290620	Andrew Simmonds, *Hampshire*
2	281330	Aidan Walters, *Doncaster*
3	274490	Keith Vacher, *Hampshire*
4	271190	John Sanderson, *Telford*
5	265250	Rosie Holliday, *Kent*
6	263410	Hedley Gabriel, *Essex*
7	260210	Michael Rose, *Manchester*
8	257000	Ben Richardson, *Middlesbrough*
9	256830	Jamie Ekins, *Southend-on-Sea*
10	256100	Brendan Audis, *East Sussex*



Mario Golf



TOAD HIGHLANDS

1	8'33"08	Chris Webb, *Gloucester*
2	8'34"64	John Jehan, *Jersey*
3	8'41"96	Raymond Wegman, *Holland*
4	9'18"68	Jon McIlvaney, *Washington*
5	9'33"88	Gary Carney, *Newcastle-upon-Tyne*

YOSHI'S ISLAND

1	9'42"12	John Jehan, *Jersey*
2	9'51"60	Chris Webb, *Gloucester*
3	9'54"68	Raymond Wegman, *Holland*
4	11'03"28	Karl von der Luehe, *Surrey*
5	11'21"72	Gary Carney, *Newcastle-upon-Tyne*

KOOPA PARK

1	9'08"60	John Jehan, *Jersey*
2	9'13"48	Chris Webb, *Gloucester*
3	9'16"20	Raymond Wegman, *Holland*
4	10'32"68	Gary Carney, *Newcastle-upon-Tyne*
5	10'33"03	Martin Gore, *Dublin*

BOO VALLEY

1	10'34"00	John Jehan, *Jersey*
2	10'39"08	Chris Webb, *Gloucester*
3	10'52"72	Raymond Wegman, *Holland*
4	11'44"36	Gary Carney, *Newcastle-upon-Tyne*
5	11'46"24	Jan-Erik Spangberg, *Sweden*

SHY GUY DESERT

1	9'13"88	Chris Webb, *Gloucester*
2	9'25"04	John Jehan, *Jersey*
3	9'25"56	Raymond Wegman, *Holland*
4	10'47"72	Gary Carney, *Newcastle-upon-Tyne*
5	11'10"72	Karl von der Luehe, *Surrey*

MARIO'S STAR

1	10'08"00	John Jehan, *Jersey*
2	10'09"48	Chris Webb, *Gloucester*
3	10'18"24	Raymond Wegman, *Holland*
4	11'54"76	Thomas Grandjean, *Switzerland*
5	12'02"28	Gary Carney, *Newcastle-upon-Tyne*



Wipeout 64

UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:13.9	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grand, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

DYRONESS

1	0:18.5	Thomas Dooley, *Glasgow*
2	0:18.5	Thomas Grand, *Switzerland*
3	0:19.6	Kevin Holmes
4	0:20.2	Ryan Brannan, *Co. Down*
5	0:20.3	Tom Craven, *Clitheroe*

QORON IV

1	0:23.4	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

MACHAON II

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grand, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

SOKANA

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grand, *Switzerland*

TERAFUMOS

1	0:23.6	Thomas Grand, *Switzerland*
2	0:24.8	Thomas Dooley, *Glasgow*
3	0:26.9	Tom Craven, *Lancashire*
4	0:27.7	Ryan Brannan, *Co. Down*
5	0:28.0	Guy Nisbett, *London*
5	0:28.0	Kevin Holmes

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros



MARIO

1	10"05	Jan-Erik Spangberg, *Sweden*
2	11"83	Hamid Momatash, *Gateshead*
3	11"85	Ben Rumsby, *Bristol*
4	11"97	Jonathan Steinberg, *Sweden*
5	13"81	Matthew Sexton, *Bedford*

DONKEY KONG

1	14"13	Hamid Momatash, *Gateshead*
2	14"21	Ben Rumsby, *Bristol*
3	14"37	Tom Donoughue, *Balsham*
4	14"43	Scott Fitzgerald, *Dorset*
5	14"57	Jan-Erik Spangberg, *Sweden*

YOSHI

1	19"39	Hamid Momatash, *Gateshead*
2	19"71	Ben Rumsby, *Bristol*
3	19"83	Tom Donoughue, *Balsham*
4	20"85	Jan-Erik Spangberg, *Sweden*
5	22"90	Alexander Davies, *Llandeilo*

KIRBY

1	18"65	Hamid Momatash, *Gateshead*
2	20"95	Ben Rumsby, *Bristol*
3	20"97	Chris Grant, *Inverness*
4	21"00	Tom Donoughue, *Balsham*
5	22"99	Jan-Erik Spangberg, *Sweden*

LINK

1	17"63	Hamid Momatash, *Gateshead*
2	19"23	Tom Rumsby, *Bristol*
3	21"21	Rob Humphrey, *Leicester*
4	21"47	Tom Donoughue, *Balsham*
5	21"57	Tom Woodward, *Bredon*

FOX

1	13"87	Hamid Momatash, *Gateshead*
2	13"95	Ben Rumsby, *Bristol*
3	14"05	James Wood, *Cumbria*
4	14"80	Jan-Erik Spangberg, *Sweden*
5	16"13	Laurence Imich, *Essex*

PIKACHU

1	10"80	Hamid Momatash, *Gateshead*
2	11"01	David Marsland, *Cheshire*
3	11"47	Luke Brown, *Worcester*
4	11"97	Ben Rumsby, *Bristol*
5	12"01	Robert Harrison, *Wakefield*

BONUS 1 TOTAL TIME

1	3'19"55	Hamid Momatash, *Gateshead*
2	3'24"50	Ben and Tom Rumsby, *Bristol*
3	3'39"60	Jan-Erik Spangberg, *Sweden*
4	4'25"44	Matthew Sexton, *Bedford*

BONUS 2 TOTAL TIME

1	5'49"88	Hamid Momatash, *Gateshead*
2	5'56"63	Ben and Tom Rumsby, *Bristol*
3	6'35"21	Matthew Sexton, *Bedford*

In association with 

Rub shoulders with the gaming elite in our exclusive club.

skill club MILLENNIUM

Hmm. SC2K newcomer Peter Barrett put an interesting P.S. at the bottom of his Bronze league entry: "Is there an award for doing all the challenges?" Double hmm. That'd be a total of 20 skill-tapping trials busted open. Wow. But what would reward such outstanding efforts? And, more worryingly, what would we call that league anyway? Aluminium? Chrome? Pewter? We've no idea.

We'll have to think of something, though, as it looks like we might see the odd super-achiever before too long.

However, you don't *have* to aim that high – any appearance in Skill Club is to be loudly applauded, with folk lining the streets and ticker-tape cascading down from office-block windows. Or something along those lines, at least.

To be able to bathe in such gaming glory, pick some challenges from the page opposite, complete them, and send us photo or video proof along with the form below, marking the envelope 'Skill Club Millennium'.

Your reward will be a coveted **N64** Skill Club certificate plus a smart **N64** pin badge, while Gold-league gamers also get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory. Punch through to Platinum and we'll happily send you a rare **N64** T-shirt, too. Lovely.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in* Mario Kart *and* Wave Race.
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

---

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

☐	A F-Zero X	☐	K Zelda
☐	B ISS '98	☐	L GoldenEye 007
☐	C Rogue Squadron	☐	M Pilotwings
☐	D Super Mario 64	☐	N Donkey Kong 64
☐	E Turok: Rage Wars	☐	O Resident Evil 2
☐	F Lylat Wars	☐	P Mario Golf
☐	G Quake II	☐	Q Shadowman
☐	H Wave Race 64	☐	R Jet Force Gemini
☐	I 1080°	☐	S Smash Bros
☐	J Mario Kart	☐	T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Hey folks! I'm upgrading! ☐

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron

What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)

challenge D — Super Mario 64



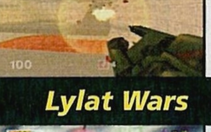
What you must do: Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars



What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in N64/38.

challenge F — Lylat Wars





What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with N64/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II

What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in N64/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding





What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

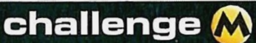
challenge L — GoldenEye 007





What you must do: Unlock all 23 cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with N64/9, tips in N64/10 and 12 and the DGG+ which came with issue 12.

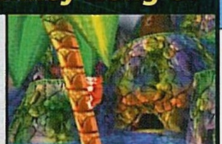
challenge M — Pilotwings





What you must do: Score over 3,550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf





What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

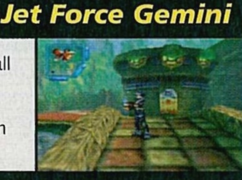
challenge Q — Shadowman





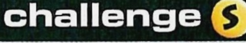
What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

challenge S — Super Smash Bros

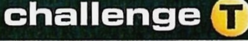






What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

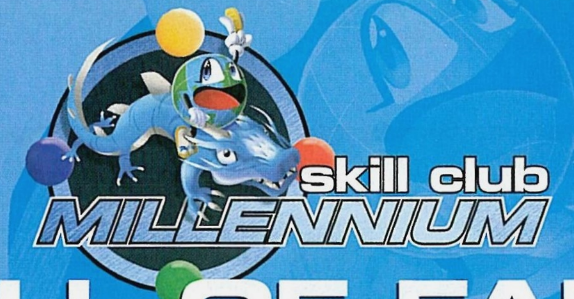
challenge T — World Driver Championship





What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club

complete 14 challenges

- **Anthony Woods**, *Wolverhampton*
- **Matthew Hall**, *Ruislip*
- **Richard Milham**, *Wolverhampton*
- **David Cittern**, *Middlesex*
- **Andrew McGrae**, *Southport*
- **Matthew Weston**, *Nottingham*
- **Dan Masters**, *Australia*
- **Gary Brawn**, *Cheshire*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,K,L,M,N,R*
Alex McIver, *Edinburgh*	*A,C,D,L,M,N,S*
Lorne Tietjen, *Woking*	*D,E,F,H,I,J,O*
Riki Taylor, *New Zealand*	*C,G,I,K,N,R,S*
Stephen Woods, *Lanarkshire*	*A,C,D,E,G,J,L*
The Alliance (c/o Richard Granville), *Bridgend*	*C,G,L,N,P,R,S*
Joseph and Jerry Murphy, *Co. Cork*	*B,G,L,N,O,R,S*
Scott Houston, *Co. Antrim*	*D,F,I,K,L,N,R,S*
James McDermott, *Australia*	*C,E,G,I,L,N,Q,R*

GOLD Club

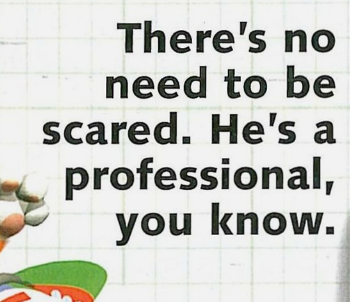
complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Jamie Hobbs, *Thetford*	*A,D,E,J,K,M,N,P,R,S*
Chris Caufield and Sam Moorhouse, *Halifax*	*C,G,K,L,N,P,Q,R,S,T*
Jan-Erik Spangberg, *Sweden*	*A,C,E,G,H,I,L,P,R,S*
Kostas A. Mitzithras, *Greece*	*B,C,H,J,L,N,P,R,S,T*
Justin Badger, *Wolverhampton*	*B,C,D,K,L,M,N,P,R,S*
Joel Fuller, *Australia*	*C,D,E,G,H,I,K,L,N,P,R,S*
Christophe Zerathe and Thomas Grand, *Switzerland*	*C,D,I,K,L,N,P,R,S,T*
George Ransley, *Southampton*	*C,D,E,G,H,K,L,M,N,S*

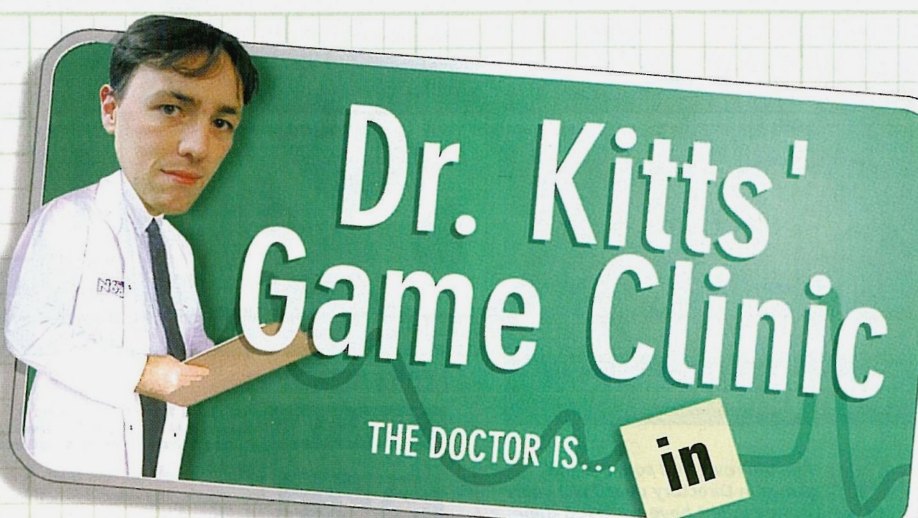
BRONZE Club

complete 3 challenges

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-on-Trent*	*C,R,S*
James Fowler, *Staffordshire*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Ciarán O'Mara, *Dublin*	*C,R,S*
Adam Bull, *Leeds*	*E,P,R*
Matthew Hart, *Holland*	*C,L,S*
Simon Hynard, *Norwich*	*C,P,R*
Michael Oakes, *Nantwich*	*C,Q,R*
Stewart McIver, *Edinburgh*	*C,N,S*
Neil Coffey, *East Kilbride*	*N,P,S*
Mark Hall, *Newport*	*E,L,S*
Martyn Cook, *Ayrshire*	*C,K,S*
Karl von der Luehe, *Surrey*	*B,P,S*
John Calderon, *Lanarkshire*	*G,R,S*
Ben Wilkins, *Australia*	*C,H,L*
Martin Gore, *Dublin*	*N,P,S*
Stephen Hibbs, *London*	*L,R,S*
Ian Calderwood, *Harpenden*	*E,L,T*
Nader Kohbodi, *Anglesey*	*B,P,S*
Bobby Matthews, *Kingston-upon-Thames*	*C,L,S*
John Burke, *Bromley*	*H,N,P*
Alex Hellowell, *St Albans*	*K,L,S*
Andrew McQuillan, *Australia*	*C,N,R*
Tim Witney, *Essex*	*L,N,O*
Chris Eaves, *Newport Pagnell*	*L,S,T*
Mark Timlin, *Sunderland*	*J,K,S*
David Morris, *Merseyside*	*B,G,L*
David Coleman, *Ireland*	*E,G,S*
Stuart Barrett, *Manchester*	*C,N,P*
Nicole Thiele, *Australia*	*K,N,S*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Turo Halinen, *Finland*	*C,D,R,S*
Chris Scott, *London*	*G,L,P,R*
Matt Swales, *Australia*	*L,P,R,S*
Luke Wilson, *Stourport-on-Severn*	*L,P,S,T*
Anthony Coombes, *Bridgwater*	*E,G,L,Q*
James O'Leary, *London*	*C,E,G,L*
Raymond Wegman, *Holland*	*P,Q,R,S*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Daniel Nolan, *London*	*K,L,P,R,S*
Colin White, *Derbyshire*	*G,L,N,R,S*
David Ainscough, *Australia*	*L,P,R,S,T*
Chris Richards and Michael Petch, *Doncaster*	*C,G,K,L,S*
David Furness, *Edinburgh*	*C,G,K,L,P*
Stephen Larner, *Stoke-on-Trent*	*C,N,O,Q,R*
Simon Nash, *Watford*	*L,N,P,R,S*
Peter Bottomley, *Cheshire*	*J,L,N,O,R*
Peter Barrett, *Co. Armagh*	*F,I,L,P,R*
Owen Flanders, *Suffolk*	*J,L,N,O,S*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Mark Poulter, *Warrington*	*C,H,J,L,N,S*
Andrew Simmonds, *Waterlooville*	*B,G,J,L,P,S*



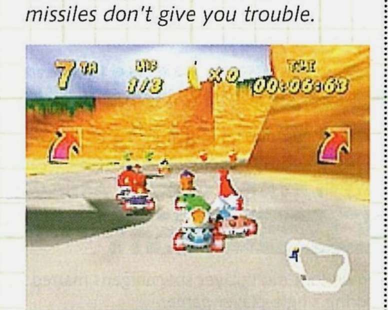
There's no need to be scared. He's a professional, you know.



Dr. Kitts' Game Clinic

Dr Kitts,
I'm stuck on *Diddy Kong Racing*. I can't defeat Wiziwig – I've tried everything, but he still beats me every time. Can you help me?
Bobby Budd, Essex

Foaming at the mouth, Dr Kitts feverishly re-tunes Channel 5.
Wiziwig? Surely you mean Wizpig? Anyway, seeing as you didn't say which encounter you're having trouble with, I'll help you with both. The first time you face him, the only thing I can suggest is that you memorise the course completely. You have to hit every single 'boost' – missing just one means you won't win. If you hit them all with no mistakes you should be fine. The second time you meet him, again memorise the track. Always collect three blue balloons and use the boost to give you the edge. You should also pick up the purple balloon every time. Use the shield in the throne room so that the missiles don't give you trouble.



Other than that, it's all down to skill. Good luck.

Dr Kitts,
I'm stuck on the Egyptian level on *GoldenEye*. I can't get the Golden Gun because the bullet-proof case keeps raising up in front of it. Please help me.
Daryn McGarua, Moffat



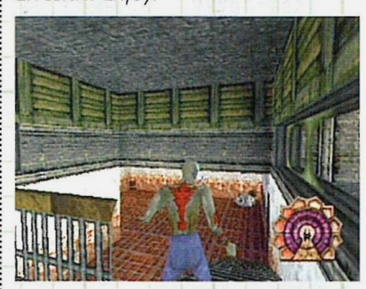
Dr Kitts slips into his velvet catsuit and screws on the silencer.
Daryn, Daryn. Stop fretting, sonny. You're not the only one to be infected with this particular affliction this month. It all boils down to the pressure points hidden under the floor in the gun room – the same ones which activate the gun turrets. Follow these steps and that shiny shooter will be yours: from the entrance, move to the far left and use the floor tiles as your guide. Now move forward two tiles, right three tiles, forward two, left one, forward one, left one, forward two and, finally, right one. The gun should now be yours for the taking.

Dr Kitts,
I'm in the Forest Temple in *Ocarina of Time* and I've unlocked up to the twisty corridor at the top of the map, on the right side – but what now? I presume you have to do something with those eyes above various doors, but what? The Hookshot doesn't do anything!
Steven Spaull, St Neots

Dr Kitts reminisces and dusts down his trusty green tunic.
Oh dear, oh dear, Stevey boy! It seems you have lots of work ahead of you. From the sound of it, you don't have the Fairy Bow, but in order to get it you'll need to find one more silver key for the room beyond the twisted tunnel. Once inside, you'll have to battle three Stalfos – defeat them to gain the Fairy Bow. Use this to shoot 'those eyes' above the doors.

Dr Kitts,
In *Shadowman*, I can't find the third piece of L'Eclipser – 'La Lame'. I've opened three level-seven doors, but have had no luck. Please help because I can't go any further without it.
Kevin Vincent, Cornwall

Dr Kitts successfully slam-dunks his neighbours puppy.
Right, then. From the same place you picked up 'Le Soleil', unlock the Shadowpower Six Coffin Gate. Travel through the magma area, and past the entrance to the Temple of Prophecy, until you come to a path. Ignoring the wooden catwalks, go to the Coffin Gate and open it with Shadowpower Seven. The final piece of the knife should now be yours, as well as the right to go Liveside. Enjoy.



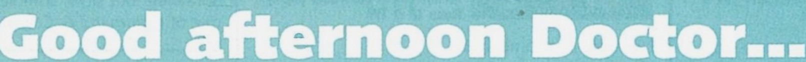
Dr Kitts,
How do you find Captain Falcon and the Mushroom Kingdom in *Super Smash Bros*?
Loads of people, Everywhere.

Dr Kitts skulks under his desk and gets ready to detonate.
To get Captain Falcon you have to finish the game in under 20 minutes. Falcon will then challenge you. Simply beat the fellow to unlock him – this can be done on any difficulty setting. To be able to access the Mushroom Kingdom level you'll have to beat the game with all eight of the original characters. Simple.

Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send





Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

..................Postcode ....

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

BAD MAN 64

65% ★3 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.



In this game, you're a thief. A rat. A low-down dirty good-for-nothing who'd happily sell his own children to a Korean sweatshop for a bit of extra cash. You'll end up rich, but tread carefully – the god of every major religion is ready to strike you down where you stand.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

TOP TIP *To knock out your belief-beggaringly pitiful product as quickly as possible, take care to totally sacrifice quality control. You're pure evil, remember, and proud of it.*

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 ZELDA: OCARINA OF TIME 98%

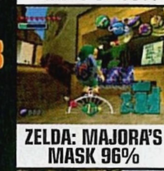


2 PERFECT DARK 96%

3 MARIO 64 96%



3 ZELDA: MAJORA'S MASK 96%



5 TUROK 2 95%



UK Game releases

40 WINKS

71% ★3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% ★4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK





It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% ★1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% ★1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ★0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% ★3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

80% ★4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% ★3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% ★3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% ★3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% ★2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% ★2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

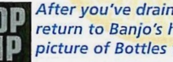
Not bad, just competent.

BANJO-KAZOOIE

92% ★5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATMAN OF THE FUTURE

16% ★1 Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX

74% ★3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% ★4 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% ★3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% ★4 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 — GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 — Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.



TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 1 — Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 5 — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW





Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 — SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0 — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONALD DUCK QUACK ATTACK
69% 2 — Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64
93% 5 — Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

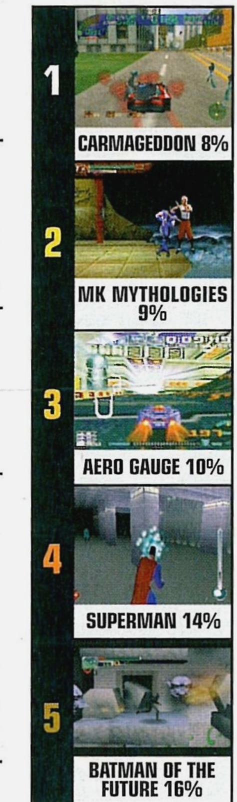
TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2 — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...



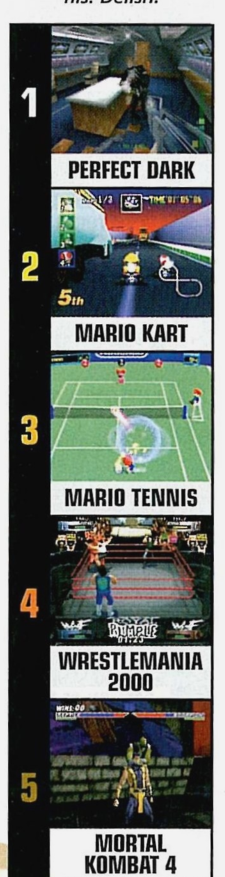
1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
3. AERO GAUGE 10%
4. SUPERMAN 14%
5. BATMAN OF THE FUTURE 16%



GO! GO!

WINNER!

All hail Barnsley's Dale Rodgers, who's sent us his list of the five most instantly playable games the N64 has ever seen... A copy of Xena: Warrior Princess is his. Delish.



DUAL HEROES

50% 0 — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS

75% 3 — Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64

85% 4 — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 — GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 — Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 3 — Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 — Nintendo • £45 • 1-4 players • controller pak • rumble pak • Issue 43 • MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 — Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 47 • MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 — Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 4 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 — Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 — GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 — Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 3 — Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.



GOLDENEYE 007

94% 5 — Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64



67% 1 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 — Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 1 — Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 3 — Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 — Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 — Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 4 — Konami • £30 • 1-4 players • rumble pak • controller pak • Issue 41 • JB




An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 — Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

KNOCKOUT KINGS 2000

82% 3 — EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 — Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 — Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB

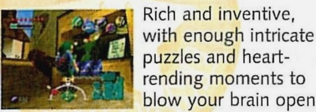


Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG

Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 — GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

HAPPY BIRTHDAY!

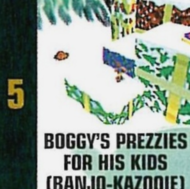
To celebrate N64's 50th birthday last issue, Oliver Harrison from Northants has kindly scoured his gaming memory for a list of five games with something birthday related in them. Thanks Oliver!

1 
PEACH'S BIRTHDAY CAKE BOARD

2 
KAKARIKO VILLAGE GUARD'S KID'S BIRTHDAY (OCARINA OF TIME)

3 
PICK WHEN YOUR BIRTHDAY IS (HARVEST MOON)

4 
'CADEAU' MEANS 'PRESENT' IN FRENCH (SHADOWMAN)

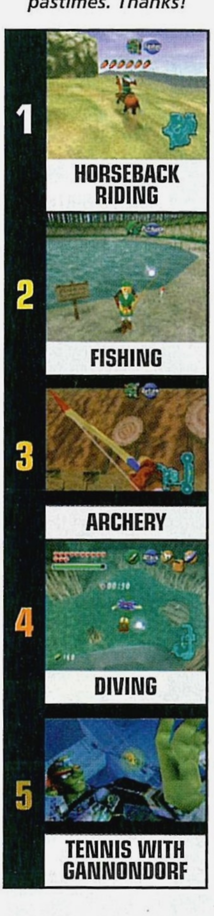
5 
BOGGY'S PREZZIES FOR HIS KIDS (BANJO-KAZOOIE)

GO! GO!

DIRECTORY Club 64

SPORTY!

The variety of activities you can undertake in Ocarina of Time are one of the many things that make it so special. Gareth Price from Leeds has sent us his five favourite Zelda-based sporting pastimes. Thanks!


1 HORSEBACK RIDING
2 FISHING
3 ARCHERY
4 DIVING
5 TENNIS WITH GANNONDORF

MADDEN 64

92% 3

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5

EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2

Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5

Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4

Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4

THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4

Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4

Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0

Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4

Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3

Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0

GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4

Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2

Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4

GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1

GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2

Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4

Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1

Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1

EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4

Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak ● on cart ● Issue 18 ● MK




Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*



NBA HANGTIME

52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3 Konami ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 44 ● AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK




Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.

NHL '99

74% 4 EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% 4 THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% 1 GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% 4 Virgin ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% 2 Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK

96% 5 Rare ● £50 ● 1-4 players ● rumble pak ● controller pak ● on cart ● expansion pak ● transfer pak ● Issue 42 ● MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON SNAP

80% 4 Nintendo ● £45 ● 1 player ● on cart ● Issue 45 ● MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo ● £50 ● 1-4 players ● rumble pak ● on cart ● includes transfer pak ● Issue 41 ● MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

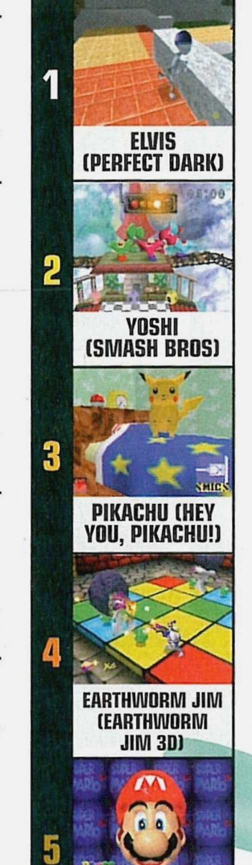
QUAKE 64

79% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

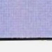
Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

VOICES IN MY HEAD!

Colchester's William Taylor has been kind enough to send in his list of the five characters in N64 games with the daftest voices.

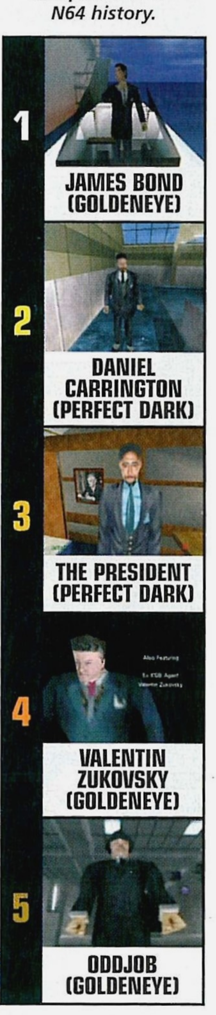


1 ELVIS (PERFECT DARK)
2 YOSHI (SMASH BROS)
3 PIKACHU (HEY YOU, PIKACHU!)
4 EARTHWORM JIM (EARTHWORM JIM 3D)
5 MARIO (MARIO 64)

GO! GO!


SUITS YOU, SIR!

Eddy Worthington from Caerphilly – birthplace of be-fezzed japester Tommy Cooper – has kindly donated us his list of the five sharpest suits in N64 history.



QUAKE II

90% 4 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG





Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW





Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE




Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS

79% 3 Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 Take 2 • £50 • 1 player • on cart • Issue 22 • MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK
73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK
83% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off..

SOUTH PARK RALLY
88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER
68% 2 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER
88% 5 Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK




Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000
76% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN
14% 0 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64
96% 5 Nintendo • £50 • 1 player • on cart • Issue 1 • ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS
90% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS
27% 1 Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE
69% 3 Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS
88% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH
88% 4 EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG




Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

TOM & JERRY: FISTS OF FURRY
35% 2 Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE
55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING
86% 4 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK



Very playable skateboard sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE
79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY
86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD

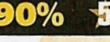




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.* • *Double Game Guided on N64/18.*

TOP GEAR RALLY 2


90% 5 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

DIFFERENT!
Hmm. Emma Clark from Co. Durham has kindly sent in a list of five alternative things to do with your Gamecube – if you ever get bored of playing games, that is, which isn't likely to happen...

1. GUARD DOG
2. HAT
3. MONEY BOX
4. DOORSTOP
5. PAPERWEIGHT

GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!
An N64 game of your choice!
The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....
Address ....
Postcode ....
Game wanted ....

SKOOL!

Darren Spencer from Buxton can't be working hard enough at school, since he still has the energy to play the following games when he gets home. Tsk tsk.



TOY STORY 2

71% 3 Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 3 Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG





The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW





The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

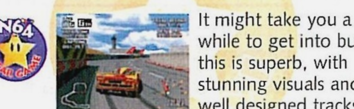
WORLD CUP '98

73% 2 EA • £40 • 1/4 players • controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 32 • JB



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* ***N64****/34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK



A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.

TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% 5 THQ • £40 • 1-4 players • rumble pak • controller pak • transfer pak • Issue 49 • AM



A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% 4

Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK





A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5

THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • OH



The best wrestling game yet. Playable, comprehensive and a mighty good larf too!



TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4

Titus • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% 5

Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up • 1/2 players • Issue 11 • ME	90%	4
AIR BOARDER 64	Human • 1/2 players • Issue 16 • TW	62%	2
ALL STAR BASEBALL 2001	Acclaim • 1-4 players • Issue 44 • AM	81%	4
ARMY MEN: AIR COMBAT	3DO • 1-4 players • Issue 46 • AM	83%	3
AUGUSTA MASTERS '98	T&E Soft • 1-4 players • Issue 14 • JP	40%	1
BANGAIO	Treasure • 1 player • Issue 36 • MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson • 1-4 players • Issue 45 • AM	52%	3
BOMBERMAN D-DAMAN	Hudson • 1 player • Issue 20 • JP	23%	0
BOTTOM OF THE NINTH	Konami • 1/2 players • Issue 30 • TW	44%	2
CHORO Q 64	Takara • 1-4 players • Issue 20 • MK	56%	1
CRUIS'N EXOTICA	Midway • 1 player • Issue 50 • GE	43%	2
CUSTOM ROBO	Marigul • 1/2 players • Issue 41 • JB	83%	4
DENRYU IRA IRA BOU	Hudson • 1/2 players • Issue 12 • JN	65%	2
DEZAEMON 3D	Athena • 1-4 players • Issue 19 • MK	82%	4
DORAEMON	Epoch • 1 player • Issue 2 • TW	60%	1
DORAEMON 2	Epoch • 1 player • Issue 26 • JB	52%	2
DORAEMON 3	Epoch • 1-4 players • Issue 46 • AM	54%	2
FIGHTER DESTINY 2	Southpeak • 1/2 players • Issue 45 • AM	85%	4
FAMISTA 64	Namco • 1-4 players • Issue 11 • TW	68%	1
FOX COLLEGE HOOPS	Fox Int. • 1/2 players • Issue 26 • TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson • 1 player • Issue 26 • TW	??%	2
GLORY OF ST ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	2
HARVEST MOON 64	Natsume • 1 player • Issue 39 • MK	90%	5
HEY YOU, PIKACHU!	Nintendo • 1 player • Issue 50 • GE	56%	2
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
MAJORA'S MASK	Nintendo • 1 player • Issue 43 • MG	95%	5
MARIO STORY	Nintendo • 1 player • Issue 47 • AM	85%	4
MIDWAY'S GREATEST ARCADE HITS	Midway • 1/2 players • Issue 50 • MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco • 1-4 players • Issue 48 • MG	72%	3
NAMCO MUSEUM	Namco • 1/2 players • Issue 44 • MG	70%	3
NBA COURTSIDE 2	Nintendo • 1-4 players • Issue 44 • MK	87%	4
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3
NIGHTMARE CREATURES	Activision • 1 player • Issue 25 • MK	57%	1
OGRE BATTLE 64	Atlus • 1 player • Issue 50 • MK	87%	4
PACHINKO WORLD 64	Hewia • 1 player • Issue 13 • TW	12%	1
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
POKÉMON PUZZLE LEAGUE	Nintendo • 1/2 players • Issue 48 • MG	89%	4
POKÉMON STADIUM 2	Nintendo • 1 player • Issue 25 • ME	75%	3
POWER LEAGUE 64	Hudson • 1/2 players • Issue 7 • JA	42%	0
POWER PRO BASEBALL 4	Konami • 1/2 players • Issue 3 • TW	54%	2
POWER PRO BASEBALL 5	Konami • 1/2 players • Issue 17 • MK	78%	3
PUYO PUYO SUN 64	Compile • 1/2 players • Issue 10 • ZN	80%	3
RALLY CHALLENGE 2000	Southpeak • 1/2 players • Issue 45 • MG	61%	3
READY 2 RUMBLE ROUND 2	Midway • 1/2 players • Issue 50 • AM	76%	3
SIM CITY 2000	Imagineer • 1 player • Issue 13 • JP	83%	3
SNOWBOARD KIDS 2	Atlus • 1-4 players • Issue 28 • JA	80%	4
SNOW SPEEDER	Imagineer • 1/2 players • Issue 26 • JA	71%	3
SPACE INVADERS	Activision • 1 player • Issue 44 • MG	73%	3
STARCRAFT 64	Nintendo • 1/2 players • Issue 45 • MG	78%	3
STAR SOLDIER	Hudson • 1 player • Issue 19 • MK	62%	1
SUPER BOWLING	Athena • 1-4 players • Issue 30 • MG	72%	4
SUPER ROBOT SPIRITS	Banpresto • 1/2 players • Issue 20 • MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami • 1-4 players • Issue 15 • TW	78%	4
TAMAGOTCHI WORLD 64	Bandai • 1-4 players • Issue 12 • JN	79%	4
TETRIS 64	Seta • 1-4 players • Issue 26 • JA	42%	1
TOKON ROAD	Hudson • 1-4 players • Issue 12 • DM	49%	1
TOP GEAR HYPERBIKE	Kemco • 1/2 players • Issue 44 • MK	64%	3
TRIPLE PLAY 2000	EA • 1-4 players • Issue 29 • MG	50%	2
TRUMP WORLD	Bottom Up • 1-4 players • Issue 21 • MG	21%	1
VIRTUAL CHESS	Titus • 1/2 players • Issue 18 • TW	76%	3
WCW NITRO	THQ • 1-4 players • Issue 27 • JP	42%	1
WHEEL OF FORTUNE	Gametek • 1-3 players • Issue 11 • TW	17%	0
WONDER PROJECT J2	Enix • 1 player • Issue 1 • WO	55%	2

I ❤ U!

Rory Warwick from Northampton has sent in a list of the top five love matches that the N64 has to offer. Not that any of them will ever happen, mind.



N64 MAGAZINE BACK ISSUES

ISSUES 1-44 SOLD OUT!



ISSUE 45
The Pokémon Snap Edition

Six monster-packed pages on Nintendo's Pokémon photo-safari, *WWF No Mercy* gets the Special Investigation treatment, *Paper Mario* is Future Looked, we review *Perfect Dark* on Game Boy and stacks more besides!

- Get our Game Boy Companion! With Top Ten, reviews directory, a hardware guide and more!



ISSUE 46
The Turok 3 Edition

Our verdict on the Fireseed twins' final N64 outing, plus reviews of *ISS 2000* and *Blues Brothers*. *Perfect Dark*'s combat challenges are tamed, we have a close look at *Mario Tennis*, and there's the first half of our *Pokémon Snap* maps!

- Perfection is now at hand with our complete guide to the solo missions in *PD*. And it's free!



ISSUE 47
The Mario Tennis Edition

It's here! And our six-page review tells you why it's unmissable. Plus, from Spaceworld, we've got a packed report on Gamecube and GBA, and a stack of N64 previews. Get the rest of our *Snap* maps, plus *Mario Party 2* tips, too!

- Our DGG+ returns, packed with top-notch advice for *Pokémon Snap* and a *Turok 3* walkthrough! Nicely!

ISSUE 48
The Pokémon Puzzle League Edition

Hotfoot from the US, it's the N64's latest Pokégame! Plus *San Francisco Rush 2049* blows us away, we chat to Shigsy about Gamecube, GBA and the N64, and *Turok 3*'s multiplayer gets a heap of tippage!

- Become a sporting master with our fab *Mario Golf* and *Mario Tennis* Double Game Guide!



ISSUE 49
The Zelda: Majora's Mask Edition

Find out just how good the UK version of the latest Zelda epic is in our eight-page review. Plus we rate *WWF No Mercy*, *The World is Not Enough*, *Donald Duck* and more! *San Francisco Rush 2049* is mapped and tipped to bits too!

- Master *Mario Party 2* and *ISS 2000* with our great free DGG+!



ISSUE 50
The 50th Birthday Edition

We celebrate our half century, looking back over 49 issues and chatting with old team members. Plus, we review *Mickey's Speedway*, *Hey You, Pikachu!*, *Ready 2 Rumble 2* and more. Tips this issue are for *TWINE* and *No Mercy*.

- Our ace *Majora's Mask* guide will help you save Termina. Top!

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon below, by phone on 01458 271124, or by email at games.subs@futurenet.co.uk

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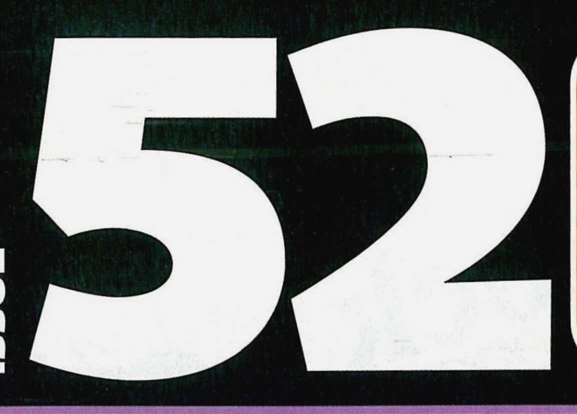


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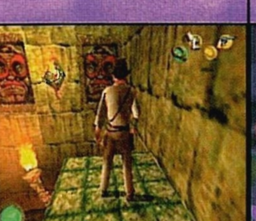




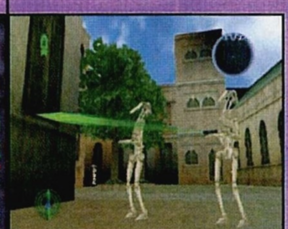
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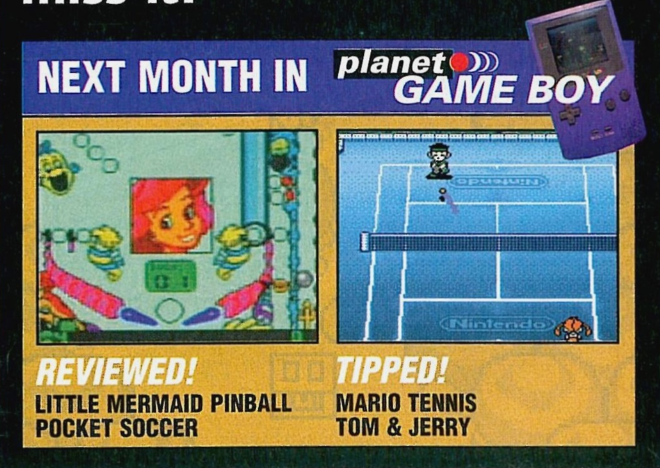
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The Clock Town Tribune

ALL THE NEWS – WHERE IT MATTERS

Third Day ● 5 rupees

Dotour decides

Triangle-headed gold chain-wearer finally makes his mind up

● **DECISIVE:** Genius Dotour may make judicial decision-making look easy, but there's plenty of hard slog going on.

In a SHOCKING display of vigour, Clock Town's Mayor has clarified his plans for the upcoming Carnival of Time.

Captain of Enterprise Mutoh and Captain of the Guard Viscen have been waiting to hear the Mayor's plans for the town in the face of crackpot reports from the Observatory about the moon sprouting an evil visage and hurtling towards earth with murderous intent. We are glad to announce that his decision is to (cont. p3)

> "hurtling towards earth"

● **DOOMED:** Wearing a hat like that it's no wonder.

Man missing

The groom-to-be of Stockpot Inn worker Anju has mysteriously vanished.

The Clock Town Tribune spoke to the bride's mother, whose response to our questions was curt in the extreme. Reports of Kafei's disappearance being related to his imminent marriage to a girl who cannot walk faster than a snail are not to be believed. No, really.

● **SNAIL:** Pointy-eared freak in go-slow zone shock.

Laundry Pool loiterer

A mysterious youth has been spotted lurking in the vicinity of Clock Town's Laundry Pool.

Witnesses describe him as a purple-haired youth wearing a Pikac... er... Keaton mask. We rang the outside bell to attract his attention, but the lad quickly scampered back indoors. The impertinence of modern youth is surely to be deplored.

Clock Town Tribune COMMENT

What do you reckon about all these stories about the moon, eh? It only takes the briefest cursory glance skywards to reveal that we are all surely doomed. But do not fear, citizens, for your beloved Tribune has concocted a plan for surviving the imminent lunar collision. Kooloo Limpah! Simply place your pointy-hatted head between your legs and kiss (cont. p17)

Befriender!

Vigilant citizens are reporting sightings of another capering loon, this time lurking beneath Clock Tower.

He is evidently foreign, since he sports a bulging rucksack. Furthermore, he seems to be chatting to youngsters and getting them to do his bidding. Police are keeping a watchful eye on this worrying character. Captain of the Guard Viscen, ordinarily a reasonable and temperate man, was overheard yesterday wondering about what unseemly horrors may lurk within the rucksack's burlap folds, and expressing concern about the man's evident love of masquerade. Be wary, citizens.

> "keeping a watchful eye"

Deviants!

Ancient festival brings unexpected creatures to the High Street

A number of curious outsiders seem to have alighted on our town for the Carnival.

Deku Scrubs, Gorons, Zora and small boys have been observed running amok around the town, talking to the general public and then running into their homes. This behaviour is quite clearly (cont. p7)

● **WRONG:** Disgusting outsiders like this street waif have no place in our tolerant town. Out, out, out!

EXCLUSIVE: See our Kafei and Anju wedding coverage on p7! Carnival line-up on p13!



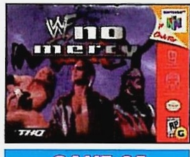
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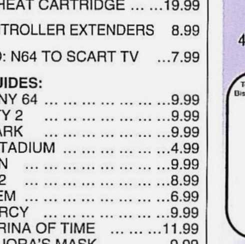
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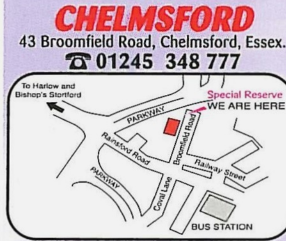
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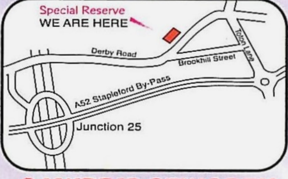


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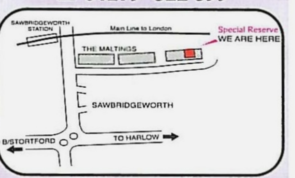



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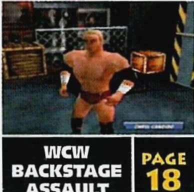
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